Britain's best selling computer magazine APR 88

Now only £1.10

S$4.60 Dm5.50 350pta HFL 5.90

COMPUTER +VIDEO GAMES

ROCKET RANGER to the rescue

WIN: A FERRARI – FOR A DAY
TRIP TO ALTON TOWERS

REVIEWED: TROLL, CYBERNOID, OIDS
FERRARI FORMULA 1, INFILTRATOR II, IO

MAPPED: BLACK LAMP, RASTAN SAGA

BATTLING BELLIES – SUMO WRESTLING BEGINNERS GUIDE

AVAILABLE NOW!
THE LEGENDARY COIN-OP CONVERSION
FOR ONE OR TWO SIMULTANEOUS PLAYERS

General Alexander Bonn, C.I.F. US Forces in Central America – has been seized by a band of revolutionaries and held captive in his own headquarters. Before his final capture he relayed a mayday which you and your buddy picked up.
Your plane crashlands in the dense jungle some distance from the headquarters. After deciding whether to go it alone or attempt the rescue together you set off. You are deep in guerilla territory. On all sides gather trained marksmen and combateers, determined to stop you. It soon becomes apparent that you lack the supplies to win, but win through you must.
Ambush enemy tanks and use them yourself. Collect fuel and grenades left by the enemy as they retract. Show no mercy, for you are the Ikari Warrior.

RELEASE DATE: 28 March 1988

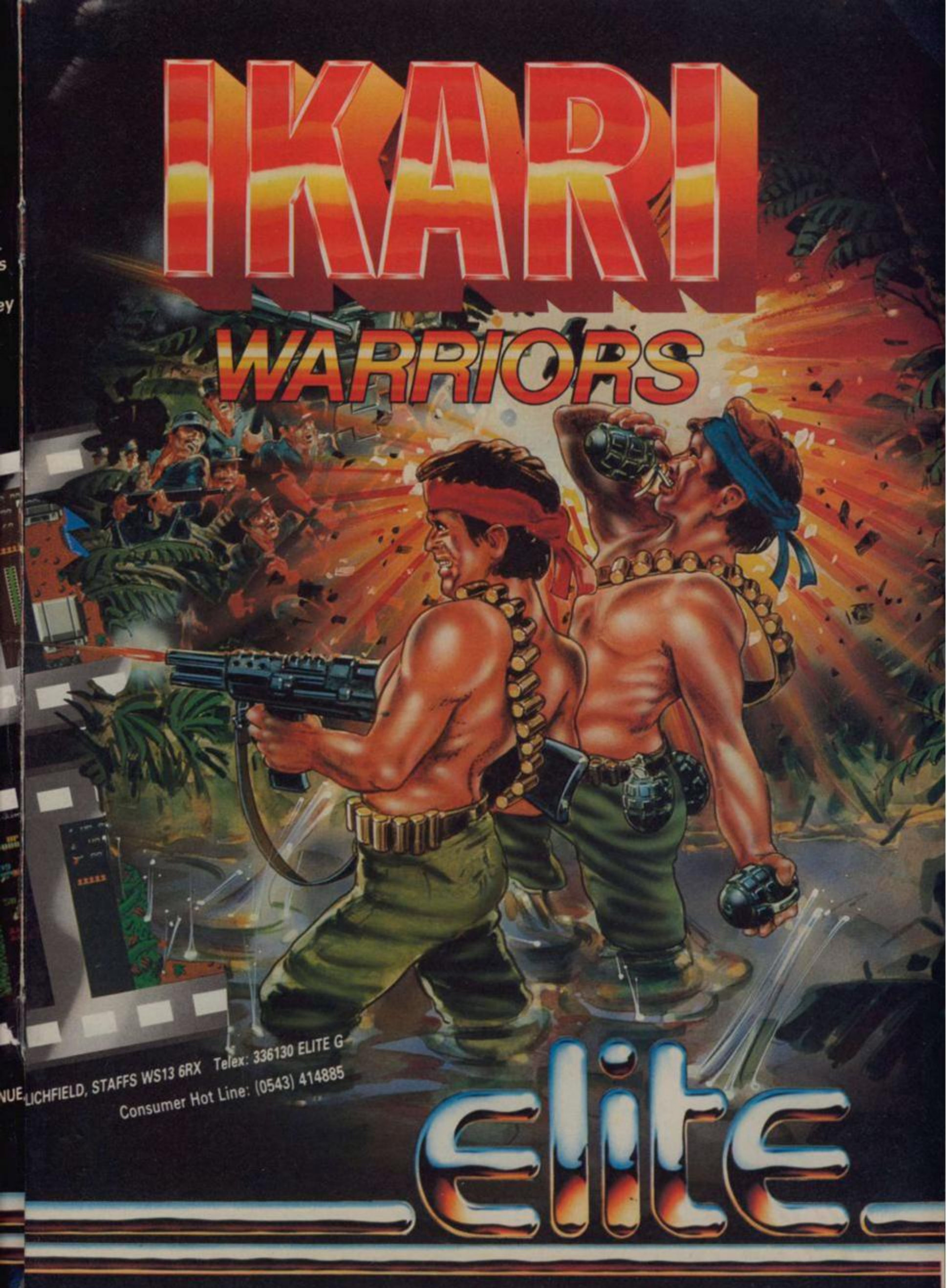
SCREENSHOTS TAKEN FROM VARIOUS COMPUTER FORMATS

SYSTEM	FORMAT	PRICE
SPECTRUM	Cassette	£8.99
SPECTRUM	Disc	£12.99
AMSTRAD/SCHNEIDER	Cassette	£9.99
AMSTRAD/SCHNEIDER	Disc	£14.99
COMMODORE 64/128	Cassette	£9.99
COMMODORE 64/128	Disc	£11.99
COMMODORE C-16		£7.99
ATARI ST		£14.99
IBM PC + COMPATIBLES		£19.99

ELITE SYSTEMS LTD., EASTERN AVENUE, L

© ELITE 1988, SNK CORPORATION

IKARI WARRIORS



LICHFIELD, STAFFS WS13 6RX Telex: 336130 ELITE G
Consumer Hot Line: (0543) 414885

elite

Contents

Features

14 STREET SCENE
60 ROCKET RANGER
69 SHUK AND DOODE
78 FRAME UP
91 FANTASY ROLE-PLAYING
94 PLAY-BY-MAIL
98 BATTLING BELLIES
105 BIG SCREEN
108 RASTAN MAP
111 NEXT MONTH
112 WINNER STAYS ON
114 BLACK LAMP MAP
118 ARCADE ACTION
122 THE MEAN MACHINES
127 MAILBAG
130 HOT GOSSIP

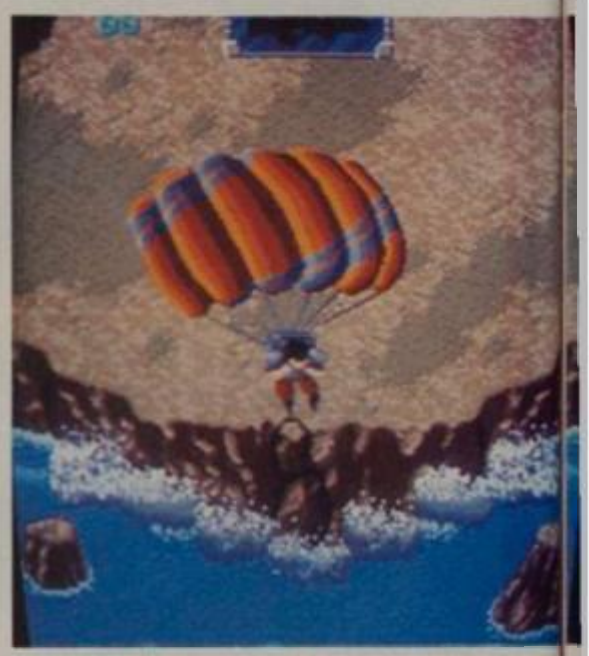
News & Reviews

8 NEWS
18 REVIEWS INCLUDE AFT, CYBERNOID, TROLL, FRIGHTMARE, PREDATOR, OIDS, BEDLAM AND LOTS, LOTS MORE
82 ADVENTURE NEWS
86 ADVENTURE REVIEWS

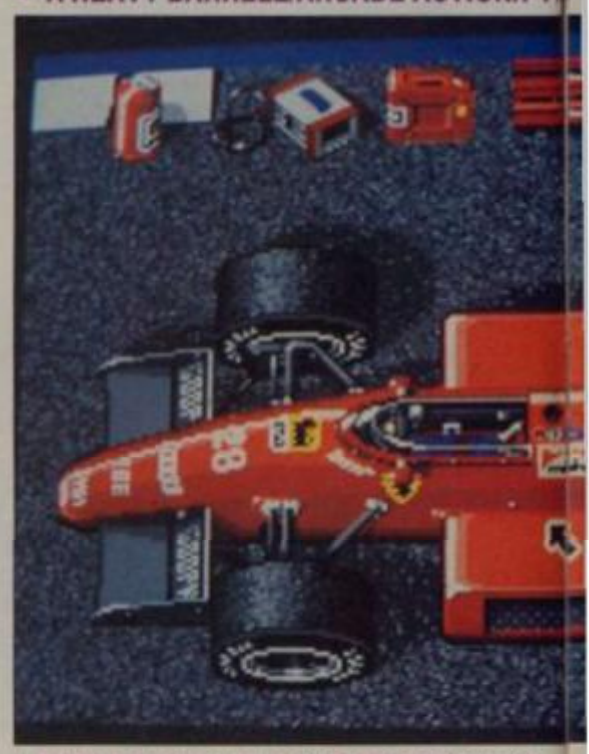
C+VG team

Editor **Eugene Lacey**, Deputy Editor **Paul Boughton**, Sub Editor **Seamus St John**, Staff Writer **Matt Bielby** Editorial Assistant **Lesley Walker**, Art Editor **Craig Kennedy**, Designer **Andrea Walker**, Adventure **Keith Campbell and The Fiend**, Fantasy Role Playing **Wayne**, Arcades **Clare Edgeley**, Hot Gossip **Tony Takoushi**, Game Reviewers **Dave Bishop, Ian Machin, Sammantha Murphy, Lee Paddon, Steve Badsey, Brian Webber, Richard Hewison**, Marketing Manager **Clive Pembridge**, Advertisement Manager **Garry Williams**, Sales Executive **Sian Jones**, Advertisement Production **Lora Clark**, Publisher **Terry Pratt**, Cover Illustration **Mark Bromley**
Editorial and Advertisement Offices **Priory Court, 30-32 Farringdon Lane, London EC1R 3AD. Tel. 01-251 6222.**
An EMAP publication.

▲ CAN YOU RESCUE THE GIRL IN ROCKET R



▲ A HEAVY BARRELL/ARCADE ACTION/P1



▲ FERRARI FORMULA ONE ROARS IN/P66

Contents

T RANGER?/P60

▲ DUNGEON MASTER/P92
▼ ARKANOID ON THE AMIGA/P56

▲ ATF – SHOOT UP THE SKIES/P18
● HULK HOGAN/STREET SCENE/P14

Inside Story

Winner Stays On is our great new games players challenge. We are looking for the best gamers in the country. Super Prizes are up for grabs in the monthly challenge in which you have the chance to challenge our reigning champion.

This month's cover story has the low-down on the latest blockbuster from Cinemaware – the West Cost firm who brought you Defender of the Crown. Featuring screen shots that have to be seen to be believed and schmultzy American 'B' movie plot.

Compos are better than ever – with a chance to win a day our in a Ferrari. We'll ferry you to school, take you out to dinner, and take you for a spin in the mega machine to mark the launch of EA's Ferrari Formula One.

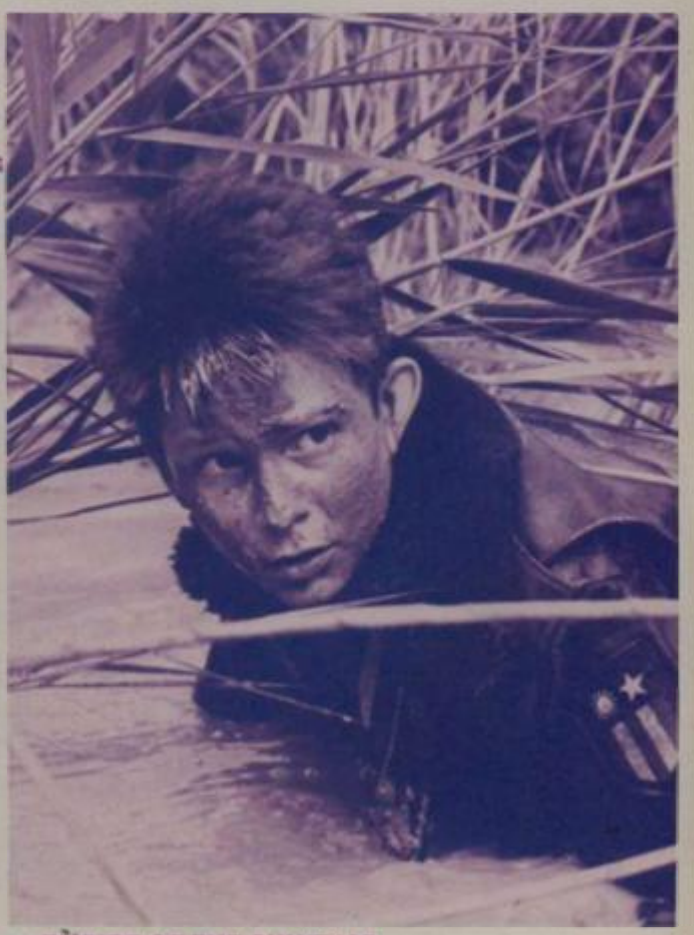
Maps and hints come under the microscope this month – with a whole new look featuring maps of Rastan Saga and Black Lamp with pokes galore and a great new regular feature entitled Bitter Ends.

▲ TROLL SNEAKS IN/P42

P118

▲ MARILYN POUTS FOR FRAME-UP! / P78

▲ THE MAD LEADER IS BACK/P37

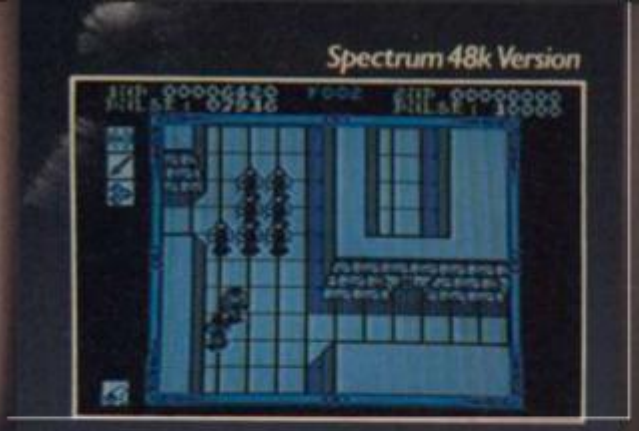


▲ EMPIRE OF THE SUN/P105

Atari ST Version

Unchain you

Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be! Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action! Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!



SHACKLED

TM

ATA EAST

ur Imagination

Copyright DATA EAST U.S.A. INC. 1988.
All rights reserved.
Manufactured under licence from
DATA EAST U.S.A. INC.

Shackled is available for:
Amstrad CPC·Atari ST·
CBM 64/128·
Spectrum 48K/128K+2·
Spectrum+3·MSX

News

Video Cash!

■ May 28th is **Video Charity Day** this year, as part of the massive Telethon '88 charity drive, 2000 shops will be taking part nationwide, with customers being encouraged to give as they rent, as well as take part in in-store competitions and raffles.

It's a worthy cause, aiming to raise £250,000 for charities caring for disabled kids, so mark the date!

FoxyLady

■ There aren't too many starring female lead characters, which makes **Vixen,** the newie in April from **Martech,** doubly refreshing. You play the last woman on earth, battling to stay alive on the surface and in the caves of a world ruled

by prehistoric nasties.

Armed with a magic whip, Vixen isn't exactly your average heroine, but then she doesn't have your common in or garden problems either.

Vixen is available in April for all formats, in 8 and 16 bit versions.

Dance away

■ At last, the first radio that dances along with you! Mr D.J. from Tomy is the name of this frog like little fellow, a robot radio that moves his mouth, waves his arms and dances around in time with any AM or FM station.

Normally priced at £18.95 or so, we've got one to give away! Simply tell us the name of the famous robot in the film *Forbidden Planet* by the 25th March, and the first one out of the hat gets to take him home.

Sweet Dreams

■ **Knightmare, Anglia TV's** adventure game show, has won a major international award.

The show, which mixes role-playing and advanced computer graphics and animation, captured the **Jean d'Arcy International Award for Video Production,** beating 19 other entries from around the world including the United States and Japan.

The international jury praised the programme's conception and technical innovations''.

Producer and director **Sally Freeman,** who received tha award in Paris, said: ''Everyone seemed delighted by the programme. We were told it was the most original and exciting piece of television for a long time.''

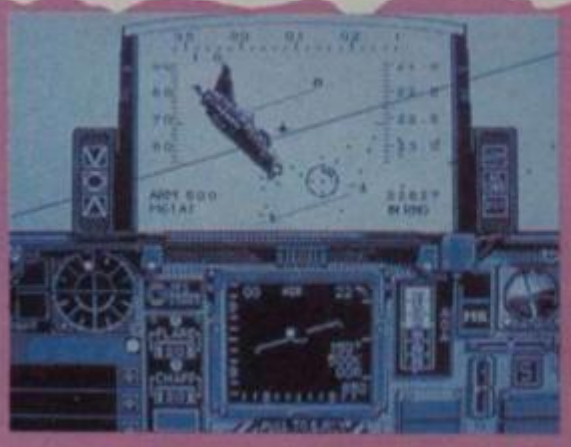
The game, which involves teams of youngsters in a problem-solving quest through a computer-created medieval maze of dungeons and caverns, is the brainchild of Anglia TV journalist **Tim Child.**

He has set up a production company, Ideas Factory, which will make a new 13-part *Knightmare* series for Anglia for screening on Children's ITV in the autumn.

It will again feature computer graphics and animation from the Travelling Matte Company combined with the fantasy interiors of artist David Rowe.

The new series also

promises further innovation in the use of computer environments and interactive drama.



Flying High!

■ **Falcon, Mirrorsoft's F-16** flight simulator originally developed by Spectrum Holobyte in America is now available in Europe for the 1 meg Mac (£44.99) and the IBM PC (£34.99), with Amiga, ST, and CBM 64 versions to follow.

Apparently based on advice from real F-16 a pilots, Falcon gives the effect of actually sitting in a cockpit, complete with controls, and allows you to go up against as many as three enemy Migs at a time. You can also undertake air to ground missions taking our missile sites, bridges and airfields using a variety of weapons. A ''black box'' flight recorder records your mission, enabling you to replay your dogfights, and spot your mistakes. The game swept the awards in America this year, so look forward to something special.

Bark a Byte

■ If you're sick of outer space shoot-em ups, tired of racing across continent and bored of working your way around dungeons, **Verminator** – a new release from Rainbird Software for the Atari ST could be the game for you.

You have been employed

Is it a bird? Is it a plane? How about a hang-glider of supersonic jet? The answer to all these questions is yes. Impossible, you say. But C + VG Deputy Editor *Paul Boughton* experiences the impossible when he experienced the X factor.

Within the space of a few minutes reality was suspended. I found myself riding on a space shuttle, zipping along through a computerised fantasy landscape, riding the clouds strapped to a hang-glider, taking the back seat in a rally cross car, clinging like grim death to the handles of a race bike and losing my stomach on a rollercoaster.

Of course it was all an illusion created by what could be the forerunner of a new generation of joy rides – the Super X Prokon simulator.

Imagine a fibreglass capsule 20 feet long and 10 feet wide sitting on three hydraulic ramps. It is capable of taking up to 14 passengers. They all sit facing a six feet by four feet screen. The screen appears to be a window out of the capsule. On to it are projected video pictures taken from film or computer – synthesised sources showing continuous forward facing action.

But it is micro magic that makes the illusion come alive. A computer control system operates the hydraulic ramps to raise, lower and tile the capsule in time with the projected picture.

So, for example, if your moving to the top of a rollercoaster, the capsule tilts back. When it plunges down, so does the capsule. The effect is amazing. You actually feel as if you're on a real big dipper ride.

The simulator was developed by Poole-based Super X Ltd.

The idea is for the simulator to be sold to leisure and theme parks, shopping malls or museums. But before you try and get your mum and dad to buy you one for your birthday or next Christmas, you must realise they cost around £70,000 to buy.

by the Tree Council to clear an ancient oak of an infestation by hoards of terrifying parasites. For each revolting wriggly thing you take out, you earn extra cash, which you can then sink into buying better equipment.

Atari ST version (£24.95) out in April, Amiga to follow.

Spellbinder!

■ **Sorceror Lord,** already available on Spectrum and Amstrad, is now out on Commodore 64 at £12.99 cassette, from **PSS**.

Oh Brother!

■ **Target Renegade** is Ocean's follow-up to **Renegade.** Now you play his brother, out for revenge! Before you get within punching, shooting or otherwise maiming distance of chief baddie "Mr Big" you must fight through five levels.

Stamp of Approval

■ Play-By-Mail goes from strength to strenth – that was the verdict after the third **British Play-By-Mail Convention** held in London recently.

The convention was hosted by *C+VG's* very own ***Wayne***.

I Spy....

■ The three Spy Vs Spy games are to be released on a compilation tape by **Databyte. The Spy Trilogy** will be out on Spectrum, Commodore and Amstradm, price £9.95.

Show time

■ This year's **Atari User Show** will be held at Alexandra Palace, North London, on April 22, 23 and 24. Entry on the door will cost adults £3 and £2 for under 16s.

Chocs away

■ **Cascade,** the company which scored a massive hit with **Ace** and **Ace II,** takes to the air again later this year with a tie up with the Royal Air Force. The word is that this could be the ultimate flight simulation. Any profits from the game will go to the RAF Benevolent Fund.

Wolf bane!

■ Fans of the **Lone Wolf** role-playing game books will have to wait until autumn for **Super Soft's** adventure game based on author **Joe Dever's** creation. The adventure, which was originally due out this April, will be on Atari ST and Amiga.

Cool Pool.

■ Watch out for **Blissbreak** from **Outlaws,** which promises to be a new look at pool and snooker. But weird! That's all we know at the moment. Release is expected during May.

Meanwhile, **The Shoot 'Em Up Construction Set** is due for release on the Amiga this summer.

Own Goal

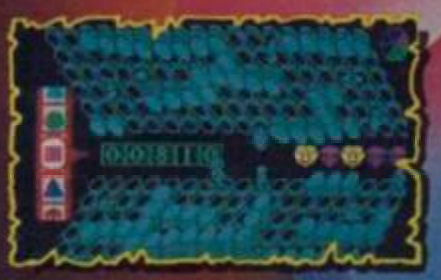
■ **Roy of the Rovers, Piranha's** game based on comic hero, is now for set for release around Easter.

DENTON DESIGNS'

TROLL

Fast...Furious...Deadly!

COMMODORE



SPECTRUM

PACK INCLUDES FREE POSTER

OUTLAW

AVAILABLE FROM YOUR FAVOURITE COMPUTER GAMES STOCKIST OR SEND CHEQUE/POSTAL ORDER FOR £9.99 (CASSETTE) £12.99 (DISK) PLUS 80P P&P.
ACCESS AND BARCLAYCARD HOLDERS TELEPHONE 01-278 0751.
OUTLAW PRODUCTIONS, THE OLD FORGE, 7 CALEDONIAN ROAD, LONDON N1 9DX.

MORE ACTION AND EXCITEMENT
THAN HUMANLY POSSIBLE!

News

THE CULT OF POWER

Brace yourself for the looming row over the new high-tech toys heading your way, spearheaded by Captain Power. Could they inspire violence? John Gilbert investigates.

Realism in new-tech toys has gone too far, according to an increasing number of British psychologists, television programme buyers and MPs from all political parties.

The latest subject of worry is **Mattel's** indestructible superhero **Captain Power** and his **Soldiers of the Future.** The Captain is growing into a cult figure through his own interactive series, broadcast for children by the Superchannel satellite television company, and its the interactive capacity of the show which is worrying the adults.

Each one hour long programme takes place on the Earth of the 22nd Century. It's a planet devasted by the recently ended Metal Wars between humans and the machines they once thought of as slaves.

Lord Dread rules Earth from Volcania, a massive fortress from which he oversees the operation of the Bio Dread Empire. Most of humanity has been enslaved, although some bands of leaderless resistance fighters still remain. Dread fears only one of these bands, a group of Freedom Fighters lead by Captain Jonathan Power – who bears a striking similarity to Robocop. To the people of the free world they become kmown as Captain Power and the Soldiers of the Future.

Each of the Soldiers is an experts in different fields. There's Lieutenant Tank Ellis, who leads the ground assault unit, Major Hawk Masterson who's the air ace, Corporal Pilot Chase with his technical expertise and Colonel Singray Johnson, who's the undersea attack specialist. On the Dread side you have Sauron Sky Sentry, Blastarr Ground Guardian and Bio Dread Ocean Attack Warlord.

▲ *Captain Power.*

The show is tightly scripted and the stars take part in about 130 violent encounters during its 50-minute run time. Critics are less worried about the violence than the ability of the viewer to take part in the action. Mattel, the co-creator of the Captain Power cult, markets a light sensitive gun in the States which is compatible with the show. It'll soon be available in the UK.

The gun is pointed at the screen and picks up light signals encoded on screen targets. Children can aim at the screen from up to 10 feet away and score points each time one of those targets are hit. The television characters can also return fire, using the same light sensitive technique and take points away. When your score reaches zero your vehicle's cockpit is ejected and you're out of the game.

You can play goodie or baddie as there are two main interactive guns. The first is Captain Power's Jet XT7. It shoots and collects light and has a power check button which indicates the vehicles score in points with electronic bleeps. Dread's vehicle is the Interlocker, the evil lord's throne which acts in a similar way to Power's vehicle but also provides a target lock-on light to assist in aiming the gun. Both weapons are supplied with a video cassette programme if you can't receive satellite TV and can be used with each other, according to Mattel, in one to one combat.

Captain Power differs from other interactive video/TV games because the targets you're told to shoot at are real people. The lobby against the Power concept, both here and in the States says that the TV show is providing target practice for youngsters and bringing acts of aggression to the forefront of impressionable minds. Anything that promotes violence should be censored from children and the technology could be put to better, and more educational uses.

▲ *Inspiration to violence?*

The equally vociferous pro lobby sees the Captain power cult as nothing more than an extension of cowboys and indians or cops and robbers. Shooting the image of a man on the screen is no different than pointing a cap gun at a real boy or girl.

The two sides have drawn their battle lines but, although Mattel is a massive corporation, it is likely to be Parliament which finally decides whether programmes such as Captain Power will be seen on British screens.

The British Government has already started to discuss the laws which should govern de-regulation of our television networks. British companies such as Virgin and Robert Maxwell's BPCC publishing corporation have already sunk money into satellite television and a host of US stations are already available to British viewers who have satellite dishes and decoders at home. They carry a constant mixture of the latest movies, music programmes, current affairs, and evangelism.

The Government will be able to censor such output, which could eventually include Captain Power, through the decoding consules which viewers buy with their satellite dishes. A decoder can be programmed by the manufacturer-or-user-to put certain transmissions off limits to viewers.

The technique, called encryption, was designed to allow parents to monitor their children's television intake and make sure that their kids couldn't access pornographic material.

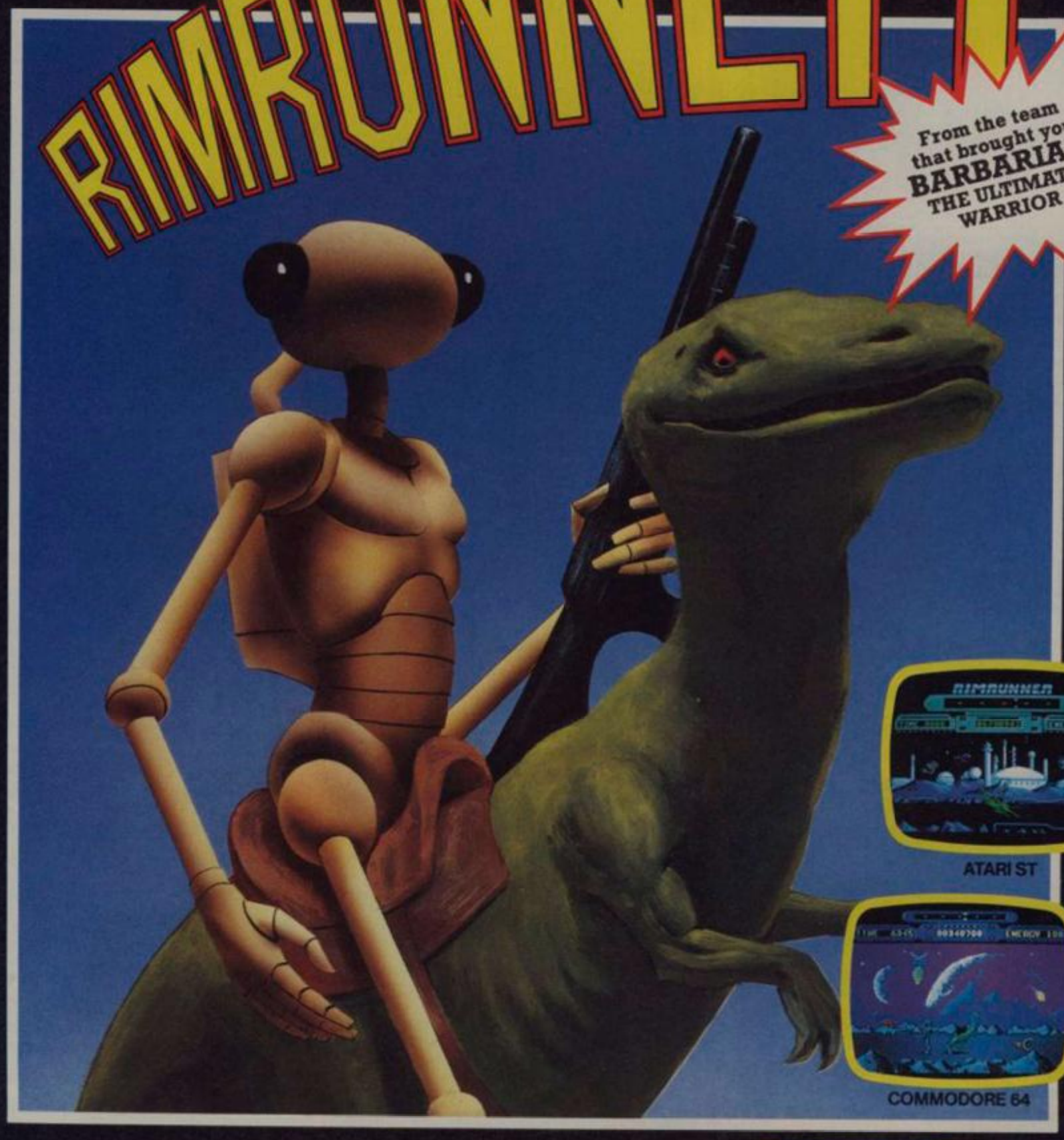
So far only the Captain Power satellite TV programmes are available in Britain but, within a few months, the interactive toys will be in high street shops and other toy manufacturers will start to filter in for the projected interactive gaming boom.

Already the manufacturers of Laser Tag and Photon have their own shows – The Photons and Laser Tag Academy – on Super Channel and the plan is to go the way of Captain Power. Mattel and the others who follow its lead are likely to feel the bite of government satellite legislation by the peak Christmas selling time this year.

Beyond the farthest reaches of the Galaxy...

RIMRUNNER

From the team that brought you **BARBARIAN** THE ULTIMATE WARRIOR



ATARI ST

COMMODORE 64

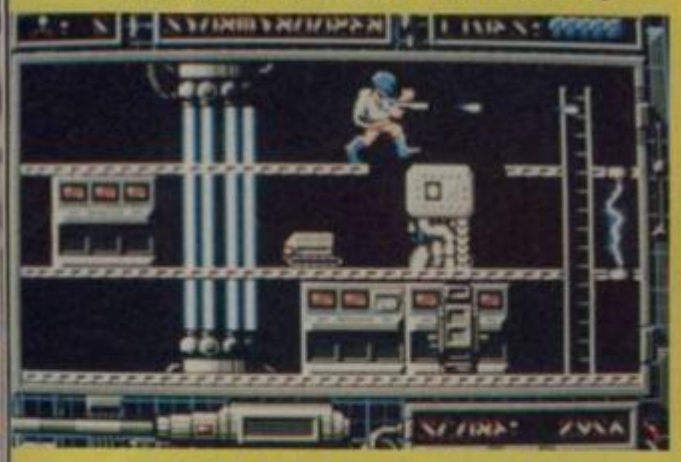
AMSTRAD CPC

PALACE

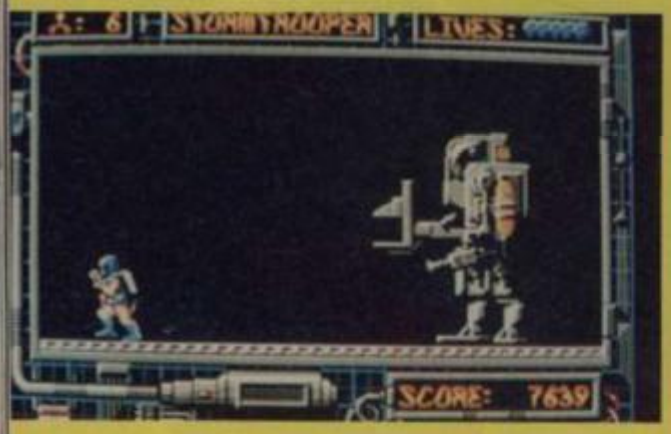
Available from all good computer game stockists, or by mail order from: Palace, The Old Forge, 7 Caledonian Road, London N1 9DX
Send cheque or postal order for £8.99 (C64, Amstrad cassette), £12.99 (C64 disk), £14.99 (ST, Amstrad disk) plus 80p P&P.
Access and Barclaycard holders telephone 01-278 0751.

Street Scene.....

These tasty looking shots come from a new name on the software front, Creation. Called *Stormtrooper,* the game is set for release on the Atari ST and then Amiga



and PC. It's a 16 level arcade adventure set in a mining complex overrun by mercenaries. You play a bounty hunter out for a head count to make some money.



Ultimately, you must "terminate" the complex's top geophysicist who has defected to a foreign power.

CRL's newie for the Commodore 64 is *Time Fighter,* a shoot, beat and blow 'em up tha ranges through eight different time periods, each with suitable weapons. Unlike many multi-level games, you do not have to defeat the earlier scenarios in order to play you're favourite, be it Robin Hood, gangland Chicago or – my fave – space warfare.

Time Fighter is unusual in that it features particularly realistic character animation, with a very convincing running and throwing action for the earth bound levels, and a realistic bounce to the weightless space battle.

Worth keeping an eye open for are future developments from the Software Invasion team that did *Time Fighter,* especially if they manage to bring their undoubted advances in character animation to more sophisticated and complex games.

Fancy a stimulating stomp, munch and crunch game? Then check out *Aaargh!* from Melbourne House, based on the Arcadia coin-op. You play the part of either the orgre or monster in this quest to find golden eggs. And nothing will stand in your way. You can smash buildings, stomp people through 12 cities. But not everything will go your way. There are killer hornets, catapults and cannons to battle against. This shot is from the Amiga.

Aaargh! is due for release in April.

Joe Blade from Players, which came out in August last year in Spectrum, CBM64 and Amstrad versions, is now available for the Atari ST and Amiga at a budget £9.95, with the Atari 8 bit coming soon at £1.99. One of the biggest selling budget games of last year, the 16 bit models retain the same basic game plan. But features enhanced graphics. These screen shots are from the ST.

Interceptor **from Electronic Arts is poised for take-off on the Amiga within the next few weeks. This combat flight simulation gives you the choice of two fighter planes, a F-18 Hornet and F-16 Falcon. There are six combat missions to experience which take place over the skies of San Francisco Bay. The missions include protecting *Air Force One* from enemy fighters as the President seeks to land safely at San Francisco International Airport; preventing World War III by shooting down incoming cruise missiles; rescuing a pilot downed at sea; visually identifying an unknown plane that has appeared on radar; and preventing the escape of two stolen F-16s. There is also a training mission, a top secret mission for advanced pilots, and a free-flight mode.**

Firebird looks to the land of the rising sun for its up and coming graphical adventure – *Samurai Warrior – The Battles of Usagi Yojimo.* Usagi is a cute cartoon rabbit spiced with arcade action – created by Stan Sakai. The background to the comics and the computer game is 17th Century Japan, during a time of unrest and civil war, where warlords battle with warlord. Usagi is a warrior bodyguard in the services of Lord Norlyuki who has been kidnapped. Usagi must rescue him. These screenshot are from the Commodore 64 version which should be available during April.

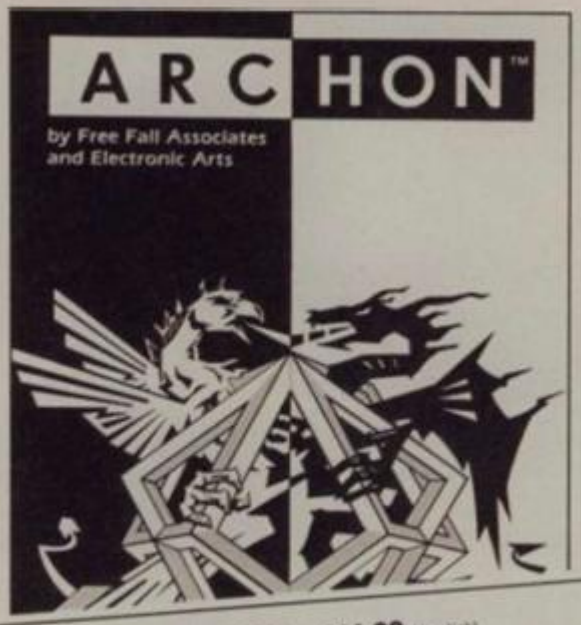
This is *The Destiny Knight,* otherwise known as *Bard's Tale II.* The Electronic Arts fantasy adventure which covers six cities, 25 dungeon levels and a wilderness. The game includes seven timed puzzles, news spells, monsters, hand-to-hand and long-range combat. These shots are from the Amiga and expect the game to arrive sometime in March.

Dum, dee dum, dee dum, dee dum, dee dum, dee dum, dee duuuum – *Pink Panther* is here *(well almost)* for the Amiga and is complete with that infuriating jingle and characteristic flip walk.

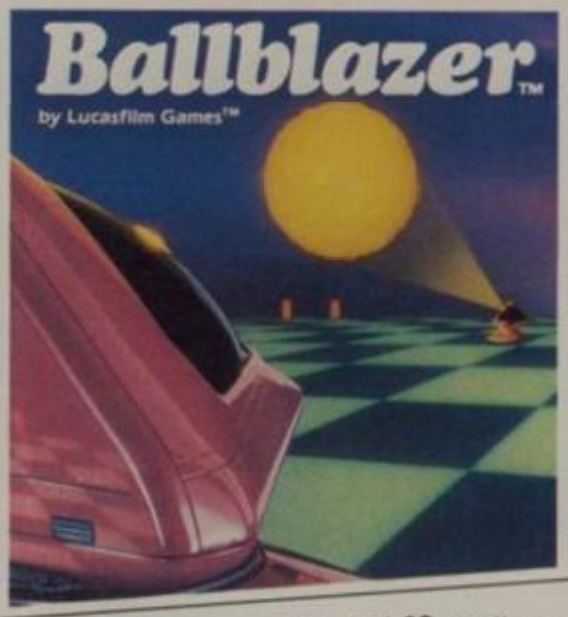
The tune is sampled and sounds identical to the music at the TV show. Clouseau is also there in his Mackintosh. The details of the plot are not known as we go to press – but the top German games company Magic Bytes is coding the game for Gremlin Graphics – who has taken over publishing the firm's games in the UK.

Another popular cartoon character will be appearing on the Gremlin label later this year – *Mickey Mouse.* As yet a title for Mickey's game has not been decided.

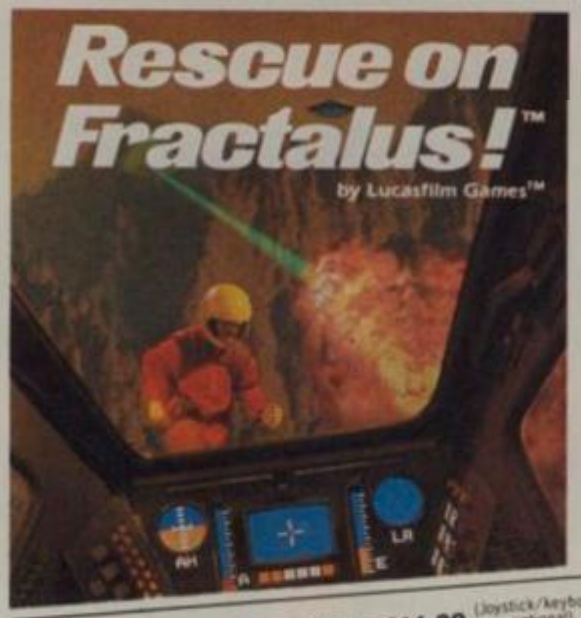
THE LATEST AN



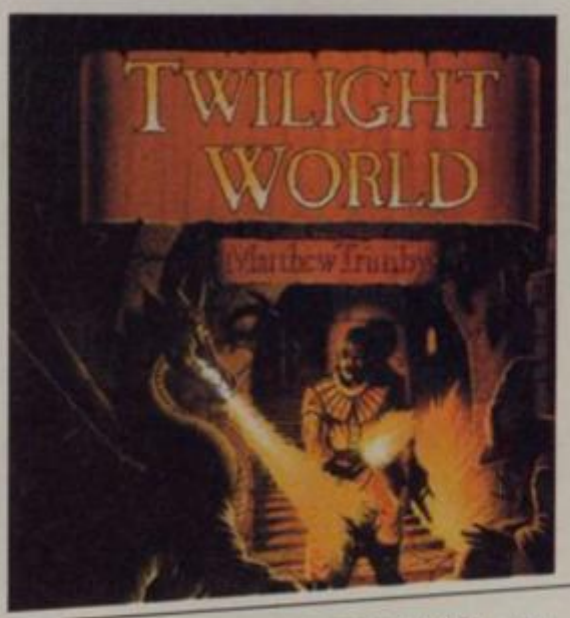
ARCHON – ROM – £14.99 (Joystick)
A battle between the forces of light and darkness. You can't take a square, you have to fight for it.



BALLBLAZER – ROM – £14.99 (Joystick)
Can you shoot the Plasmorb through the moving goalbeams while piloting your Rotofoil? For one or two players.



RESCUE ON FRACTALUS – ROM – £14.99 (Joystick/keyboard optional)
You have to rescue your friends from Fractalus – but the evil Jaggi aren't going to make it easy.



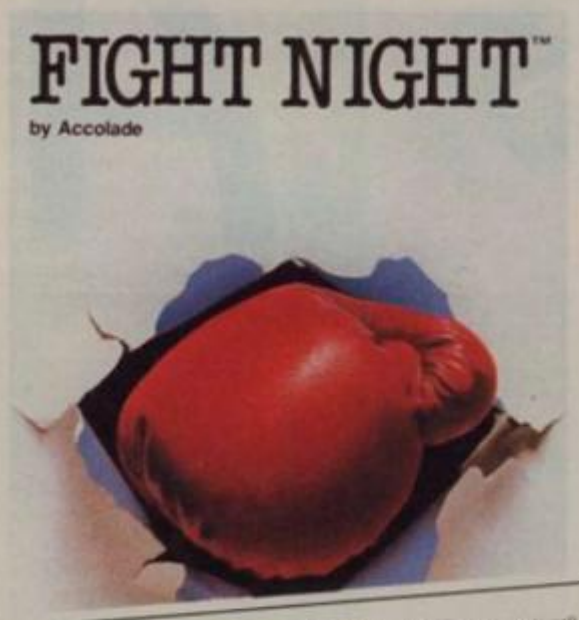
TWILIGHT WORLD. CASSETTE. £4.99 (Joystick)
Battle your way through eleven dungeons and devils, with anti-matter pods and lasers.

Atari have always had the greatest arcade games in the galaxy, now they're adding even more winners to the collection. From the high speed skills of handling a W.W.1 biplane, to the brain-aching Archon battle of wits. Whether you're landing the punches with Fight Night or using the awesome power of Thunderfox to blast the enemy, Atari give you the best combination of graphics speed and skill this side of Alpha Centauri.

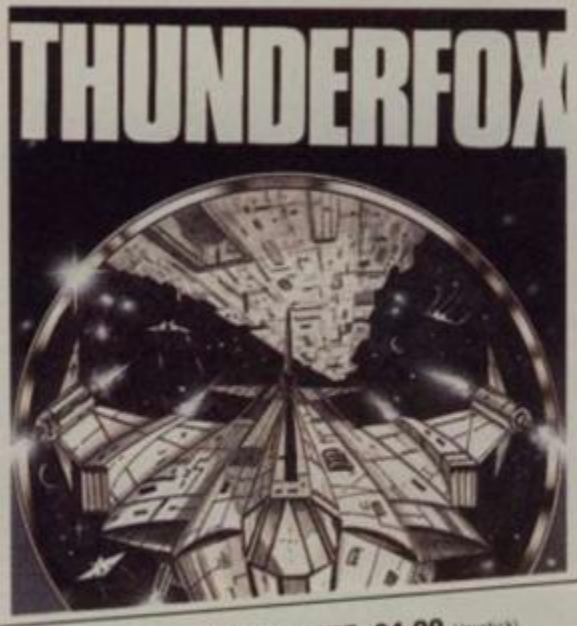
ALL GAMES SHOWN ARE COMPATIBLE WITH: ATARI XE GAMES SYSTEM, ATARI

D THE GREATEST.

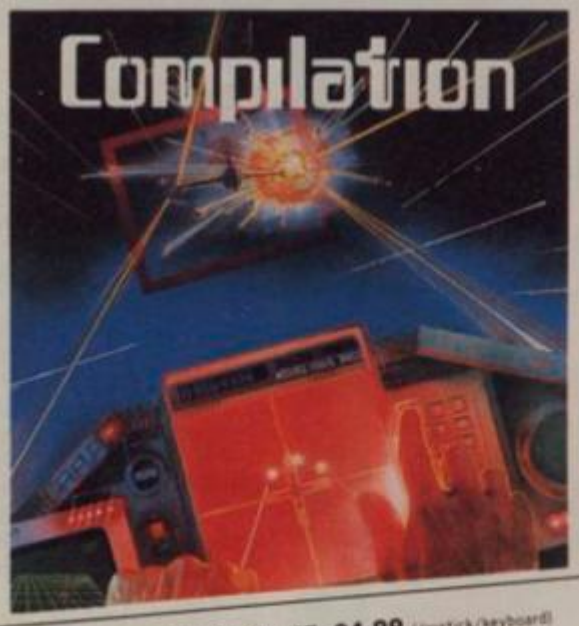
BLUE MAX – ROM – £14.99 (Joystick)
The thrills of W.W.1 dogfighting and bombing raids.



FIGHT NIGHT – ROM – £14.99 (Joystick/disc drive optional)
Construct and train your own boxing champ then guide him to the championship. One or two players.



THUNDERFOX CASSETTE. £4.99 (Joystick)
The Zylosian war machine is complete. Can you beat the horrendous odds in your Thunderfox?



COMPILATION CASSETTE. £4.99 (Joystick/keyboard)
Five arcade favourites on one cassette! Centipede; Star Raiders; Missile Command; Tennis; Typo Attack.

Then there is Atari's compilation cassette of all time favourites, which at only £4.99, makes it, you guessed it, the best value on Earth!

Pick the latest and the greatest from your Atari Dealer or fill in the coupon to order by mail.

65XE, 130XE, AND 800XL COMPUTERS.

Please tick title(s) required.
Archon £14.99 ☐ Ballblazer £14.99 ☐
Rescue on Fractalus £14.99 ☐ Fight Night £14.99 ☐ Blue Max £14.99 ☐
Twilight World £4.99 ☐ Thunderfox £4.99 ☐ Compilation £4.99 ☐

Forward cheque/postal order for total amount accompanied by this order form to: Atari Corp (UK) Limited, Atari House, Railway Terrace, Slough, Berks SL2 5BZ.

Name (Mr/Mrs/Miss)_____
Please complete using block capitals.

Address_____

_____

_____ Postcode_____

Please allow 28 days for delivery.

ATARI

C+VG Reviews

Reviews this issue

1. ATF
3. BEDLAM
4. CYBERNOID
5. PREDATOR
6. NORTH STAR
7. XARAX
8. IO
9. POWER AT SEA
10. KNIGHT GAMES
11. INFILTRATOR II
12. THE TRAIN/4TH & INCHES
13. TROLL
14. FRIGHTMARE
15. POWER STRUGGLE/ QUADALCANAL
16. GRAFTON II
17. ROLLING THUNDER
18. ST' FORCE HARRIER
19. ARKANOID
20. BALL RAIDER
21. OIDS
22. FERRARI FORMULA ONE

ATF

► MACHINES: SPECTRUM/ C64/AMSTRAD.
► SUPPLIER: DIGITAL INTEGRATION.
► PRICES: £8.95 (TAPE) £12.95. (C64/SPEC DISC) £13.95 (AMS DISC).
► VERSION TESTED: SPECTRUM.
► REVIEWER: TIM METCALFE.

Digital Integration take to the air again after toying in winter sports with the brilliant *Bobsleigh* simulation. Sad to say that *ATF* isn't one of DI's best releases, although it does offer a depth of play missing from many full-price games.

It's just that we've come to expect more from the company who created *Tomahawk* and *TT Racer*,

ATF is basically a shoot-'em-up with some clever frills – not one of out and out flight-simulations that have made DI's name.

The reason could be that the game is based on a jet fighter that won't fly until 1990!

In reality the ATF is planned as the most technologically advanced aircraft ever built. It is being developed for the US Airforce by Lockheed, Boeing and General Dynamics. It will have an electronic co-pilot designed to take away many of the more mundane tasks currently performed by the pilot.

The game attempts to simulate this electronic gizmo – but this means you have to spend as much time hitting the keyboard as flying with the joystick. Many of the controls are keyboard based. For example you have to select and fire missiles, access your onboard data-base and jam enemy missiles using the keyboard.

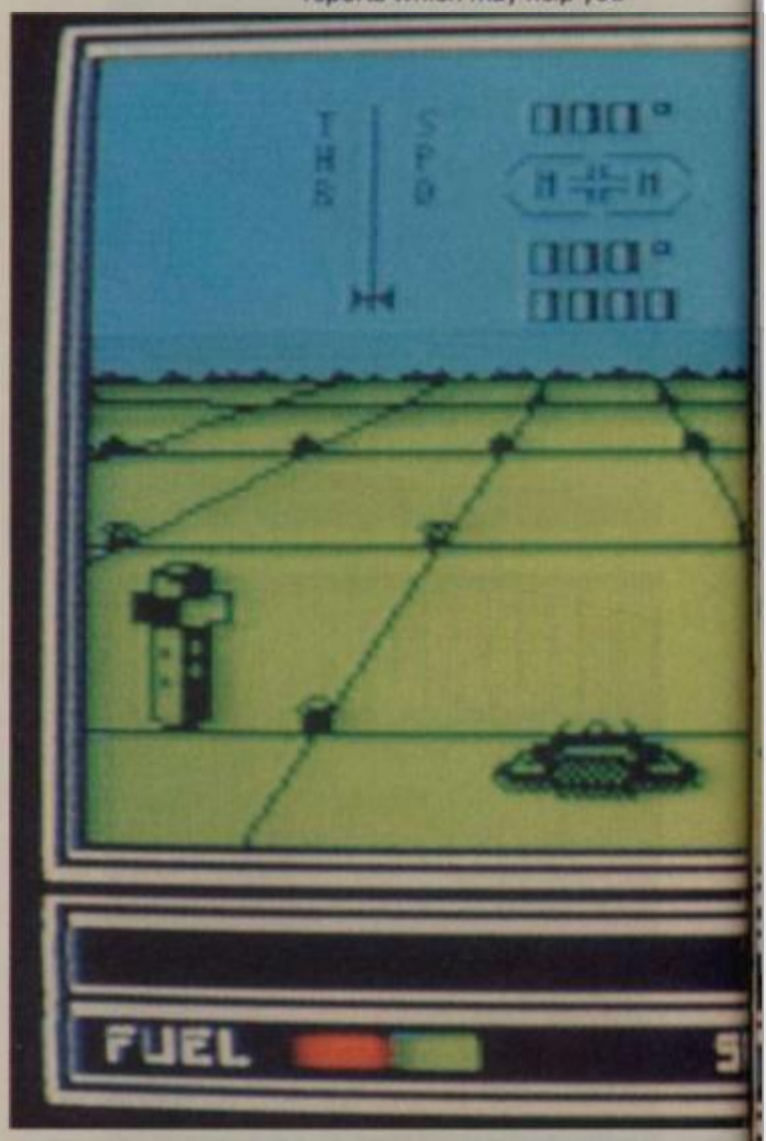
Fortunately there is a sort of "automatic" pilot which, if engaged, guides your ATF over the terrain at an optimum height, avoiding natural hazards – you still have to deal with the man-made ones. The object of the game is to defend allied forces and installations against the enemy, maintaining the balance of power and maybe defeating them totally.

At the beginning of each mission you can call up a war report which shows how the allies are doing against the baddies.

You use this to select which targets you want to aim for.

For example, if the enemy has established more bases than the allies it might be a good idea to take a few out, or perhaps they have suddenly overtaken your bosses in the communications stakes – then it's time to zap a few satellite stations.

The war report will show gains and loses, the status of allied and enemy forces plus intelligence reports which may help you



decide on your strategy.

Remember you'll always need a base to land and refuel at – so protect them well.

Good targets to aim for are communications centres and factorites. Knock out communications and enemy forces won't be able to find out about your movements so quickly. Destroy factories and the replacement of war-machines will slow down. The same applies to the allies – so watch the gains and losses closely.

Once you are airbourne this information is not available – but land at a friendly base and you can call it up between flights, as well as being able to re-arm your ATF.

Re-arming and refuelling is a simple joystick controlled action and is carried out at the start of each game, after one of your ATFs has been destroyed or when you land at a friendly base. You have a choice of weaponry – machine-guns and two sorts of missiles.

There is a weight limit – so you have to select the right sort of firepower for the strategy you intend to follow.

The cannons are used to gun-down enemy interceptor aircraft while the missiles are good for ground targets.

ASRAAM missiles can be guided via the joystick while they are in visual range – a fiddly business. Maverick missiles – the most powerful type much loved by the pilots in *Top Gun* – are computer controlled. You can lock them on to a target displayed on your on-board database and fire. They have a longer range than the ASRAAMs and I found them a lot easier to use.

Once you've loaded up with weapons, it's time to fly into the dangerzone. The main display shows you a view of the ATF, plus a heads-up readout. Unlike other DI games you don't find yourself actually "in" the cockpit of the jet fighter, you see it sitting in front of you on the landing strip. The heads-up display shows thrust, speed, altitude and ground height – useful when you are indulging in a bit of high speed low flying under enemy radar.

This display also shows you your current heading plus the bearing and range of any target currently selected in your on-board database, more about this later.

At the bottom of the main display you see your fuel level, SAM missile warning light, automatic landing mode and terrain following mode indicators plus undercarriage status.

Immediately above this is the in-flight message window. This tells you things relevant to enemy targets and incoming missiles – if you've managed to jam them or not! – while you are airborne.

Bottom right of the screen you'll see a window which displays information from your onboard computer. You can call up a world map, weapon status, ATF status and the all important database. The world map shows you where you are and the position of the object currently selected in the database; the weapon status shows you just what's left to blast away with; the ATF status is really a damage report; the database is possibly the most important bit of kit you've got on board and deserves a longer explanation – so here goes.

Once you've selected the database screen you can call up enemy or allied database mode using the D key. The allied database mode is useful for finding friendly bases to land at. Enemy database mode allows you to find and lock on to targets. There are five categories in each mode – dealing with bases, factories, communications, ground and sea forces.

Key G will select the nearest target to the ATF but you can pick your own using the bearing and range co-ordinates shown on the database. Match these with your HUD and you're on the way to a kill.

To enable you to react quickly to in-flight messages there is a database lock on key. For example, if you get a "enemy target" message, you can hit the lock-on key and the targets range and bearing is instantly displayed. All this without having to be in database mode.

Above the computer screen is a short range scanner. This shows you instant info about your immediate surroundings. Interceptors appear as flashing dots, ground installations as steady dots.

A new world is generated for each game and consists of sea, islands and polar regions. The islands consist of beach and scrubland. You can choose to see them as "computerised" terrain relief lines or "real" terrain with bushes and such like.

I preferred the "computerised" style of graphics. The world "wraps around" – if you fly off one "edge" you end up on the other side. Useful to know if you are tracking enemy targets and want to calculate the shortest route.

Each of the allied bases is surrounded by a catchment area. As soon as you enter one of these, the automatic landing indicator starts flashing. If you want to land you can hit the L key and you'll be guided gently down to the landing strip to refuel and re-arm.

- ► GRAPHICS 6
- ► SOUND 4
- ► VALUE 7
- ► PLAYABILITY 7

PINK PANTHER

© 1988 UNITED ARTISTS INC.,
all rights reserved

COMPUTER GAME

Screen shot from Atari ST

Spectrum £8.99t
Spectrum +3 £12.99d
CBM 64/128 £9.99t £12.99d

GREMLIN

Screen shot from Amstrad

Amiga £19.99d
Atari ST £19.99d
Amstrad £9.99t £14.99d

MAGIC BYTES

Gremlin Graphics Software Ltd., Alpha House,
10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

BEDLAM

► MACHINE: AMSTRAD, C64, SPECTRUM 128/+2, IBM PC.

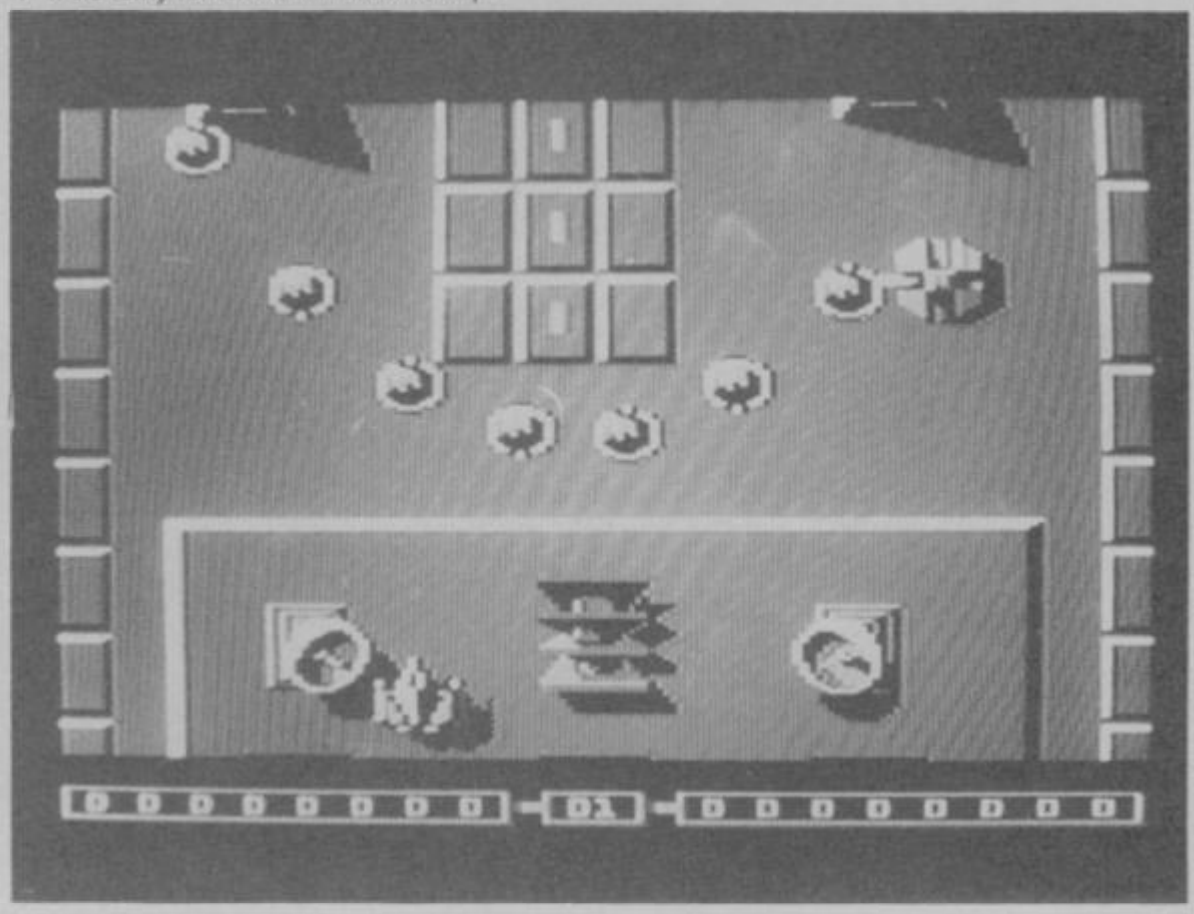
► SUPPLIER: GO!

► PRICE: AMSTRAD £9.99 CASSETTE, £14.99 DISK, C64 £8.99, PC £19.99, SPECTRUM £8.99.

► VERSION TESTED: AMSTRAD/C64.

► REVIEWER: MATT BIELBY.

▼ *It's a fairly run-of-the-mill shoot 'em up.*



Well, there are shoot-'em-ups and there are shoot-'em-ups, and there are so damn many of them around these days that a game has to be pretty special to stand out. And I'm afraid this isn't it.

Playing *Bedlam* is like going back in time two or three years: it would have seemed a pretty decent game then, and to be fair it still kept me quiet for a couple of hours, but to earn a C+VG hit, or anything like one these days you have to be a little bit original, a little bit different.

Bedlam on the Amstrad lacks even the pinball level that added spice to the C64 version and others, leaving us with the usual tosh about space academy pilots, and a decidely average game.

Anyway, enough of this vitriol, let's get into some more detail, shall we? Your little space ship sits around the bottom of a vertically scrolling screen, and blasts away at wave after wave of alien ships and static space stations. I say sits at the bottom, though in fact you can move up and down the screen as well: it is just that the sideways movement is so much faster than the back/forward action that you do better sitting down there in a suitable spot and taking them out like sitting ducks. In fact a great deal rests in just which side of the screen you happen to be on, since a lot of the incomings are dead easy to dodge if you are in the right place, but just trash you completely if you picked the wrong one.

None of the alien ships, which come in waves of seven or eight, actually fire anything at you, but this is not the case with the space stations, many of which have laser cannon emplacements that throw all sorts of things at you, the trickiest being ones that kick you about the screen for a while. You can fly over once you've blasted it, but wipe out if you hit anything still going. Some space stations reveal hearts (extra lives) or shield shapes (force fields) which you can pick up if you fly over them.

Once you learn the attack patterns of the alien craft, you can place yourself in the correct corners of the screen to prepare for their coming and blast your way through the first few levels all the way to the big mother alien. She is suitably difficult to destroy (go for the mouth).

Hmm. Like I said, nothing here that smacks particularly of original thought, and the graphics and sound are far to run-of-the-mill to save the day. Other versions do have the considerable added advantage of a whizzo space pinball level, but I'm afraid it's the Amstrad we're talking about here. The weird thing is that the very ordinariness of the thing doesn't really affect it's playability at all, which in *actual fact isn't too bad. I must* say I've quite surprised myself because despite all I've said I wouldn't really mind another shot. Ain't life strange?

► GRAPHICS:	4
► SOUND:	4
► PLAYABILITY:	6
► VALUE:	5

ALBUMS SINGLES BLANK TAPES VIDEOS CASSETTES

COMPACT DISCS

KER-POW!

ACTION COMPUTER GAMES NOW AT WOOLWORTHS

Gremlin Game Pack
Auf Wiedersehen Monty ★ Thing Bounces Back ★ Mask ★ Death Wish ★ Jack The Nipper II in Coconut Capers

Hitpack Top 10 Collection
Saboteur ★ Saboteur II ★ Sigma 7 ★ Critical Mass ★ Airwolf ★ Deep Strike ★ Combat Lynx ★ Turbo Esprit ★ Thanatos ★ Bombjack II. All games are Spectrum, Commodore and Amstrad compatible.

5 Cassette Game Packs for only £9.99 each

VISA Available at larger stores only

CASSETTES VIDEOS COMPACT DISCS ALBUMS SINGLES BLANK TAPES

WOOLWORTHS

is Entertainment

CYBERNOID

REVIEWS

C+VG

4

- MACHINES: SPECTRUM/AMSTRAD/CBM 64.
- SUPPLIER: HEWSON.
- PRICE: £7.99 (SPECTRUM)/CBM 64 AND AMSTRAD (£9.99/£14.99).
- VERSIONS TESTED: SPECTRUM/AMSTRAD.
- REVIEWER: PAUL BOUGHTON.

If you thought your faithful old Spectrum has been looking a little lack lustre lately, that there was no sparkle to the games, then think again. Make way for *Cybernoid — The Fighting Machine*. It's a stunner.

So just in case you were planning to junk your faithful Speccie and upgrade to an Atari ST or Amiga, delay that momentous decision for a while and get *Cybernoid*.

The game is the creation of Raffaele Cecco, the brain behind *Exolon*. *Cybernoid* has a similar feel to *Exolon* but for me has the edge in playability and style.

Again, to be perfectly honest, the game idea isn't the most startlingly original concept and has cropped up again and again. But what game is truly original nowadays? Okay, I can hear you all shouting out *Nebulus*, another Hewson offering by strange chance.

The basic idea is to control a space battle fighter, collect weapons, explore, survive and destroy the aliens.

Federation storage depots have been raided by space pirates. They have stolen valuable minerals, jewels, ammunition and superduper space weaponry. And, not surprisingly, the Federation wants them back. And that's your job. You must retrieve all these goodies and return them to the space depot before time runs out.

The opening screens on both the Spectrum and Amstrad versions are very impressive.

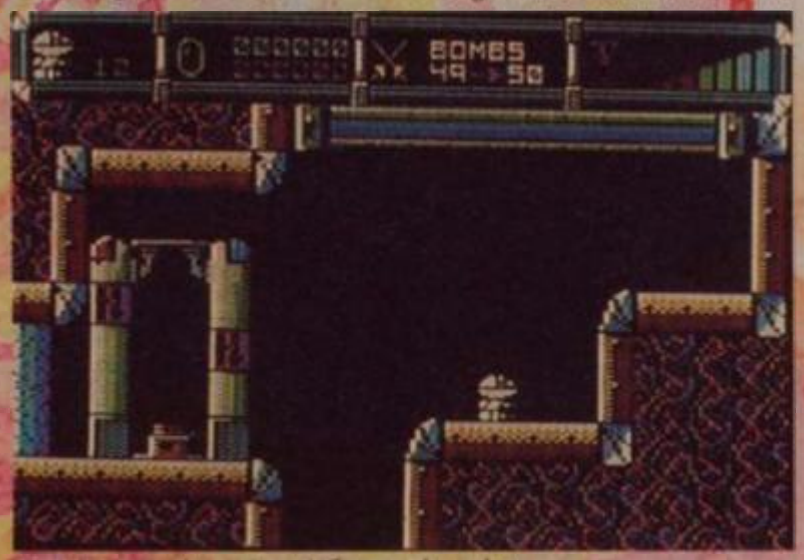
The *Cybernoid* sits beside a volcano spewing molten rockets into the air. Surprisingly, I thought these would destroy me straight away. But no, I sailed safely through. It's as you descend into the second screen that the nasties come at you. And it's here that you begin to pick up bits and pieces, including the add on weapons.

And it's not only the aliens you have to look out for. The pirates have activated a defence system which deals death to invaders.

Once you start playing, you're hooked. And there's eight levels or so to keep you playing.

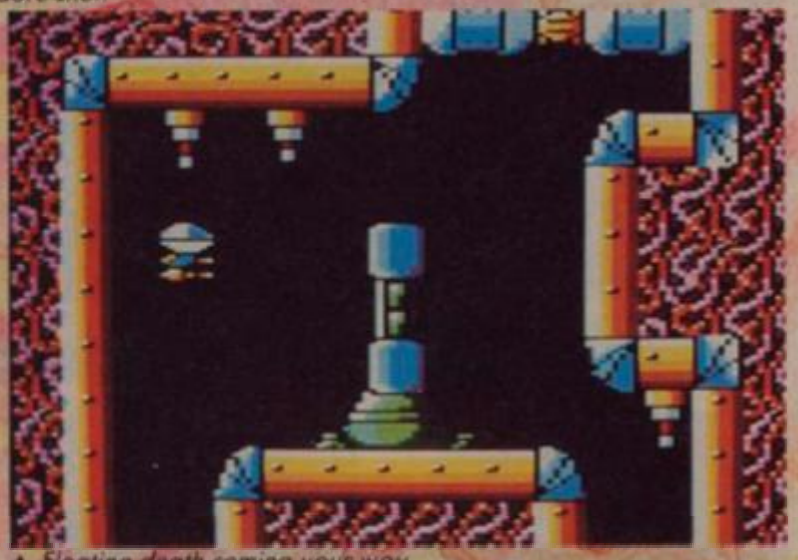
Cybernoid is one of the best Spectrum releases for ages and probably the best Amstrad game around at the moment.

	SPECTRUM	AMSTRAD
► GRAPHICS	8	8
► SOUND	7	8
► VALUE	9	8
► PLAYABILITY	9	9



▲ *A let-up in the action. A Commodore shot.*

▲ *Beware the hidden traps.*



▲ *Floating death coming your way.*

▲ *Peril lurks at the end of the narrow passage.*

▲ *Destroy the "beehive" object.*

C+VG REVIEWS

5

GEE BEE

► MACHINE: AMIGA.
► SUPPLIER: ACTIVISION.
► PRICE: £24.95.
► REVIEWER: BRIAN WEBBER.

Spin the engine, jiggle those flaps, chocks away and let me take you back to the time when men were men, women were beautiful and the aeroplane was king. Everyone's heard of *Out Run*, the great arcade game, and this is the air version. Rich in '30s atmosphere and thrills and spills.

The game begins with a wicked title screen that looks like it's been lifted straight from an old newsreel, showing a crowd with your stubby flying fuel tank in the foreground. Slowly colour fades in, Ragtime music plays, you see yourself seated tense in the cockpit and... they're off!

There are three different levels of play – Beginner, Expert and Ace – to chose from, each looking pretty much the same – there is only so much variation you can get in the sight of planes roaring over the desert after all – but with the speed of the ride and the tightness of the course changing dramatically.

Each level consists of four events that have to be completed in the given time, with a bonus being awarded for time left over, as well as giving you longer on the next event. Normally you are just flying around a course while avoiding the other planes, but occasionally you get a shot at a special event which could be flying around poles, or coming in low and bursting a series of anchored balloons. You are asked to pop all thirty, but on the first few goes it is hard enough to take out one of them!

If you crash on one of the events – and this is quite hard to do as most mid-air collisions merely result in a slowing down and a loss of time – your plane splutters and

▲ *Another crash – but worth it for the view.*

▲ *A bad landing – in a tree!*

▲ *On the trail of a competitor.*

▲ *Arnie S. stalks the alien.*

► MACHINES: CBM 64/AMSTRAD /SPECTRUM/ATARI ST.
► SUPPLIER: ACTIVISION.
► PRICE: £9.99.
► VERSION TESTED: SPECTRUM.
► REVIEWER: PAUL BOUGHTON.

When you play the part of Arnold Schwarzenegger in a game there's very few people at C+VG who are qualified to play the part of a mega-hunk. Except me, of course, and I modestly accepted the wimpish pleas of my colleagues to do battle with *The Predator*.

And what we have here is a pretty near faultless game-of-the-movie which actually succeeds in capturing the spirit of the film. The films basically simple plot makes an ideal game play scenario, the central character (Arnie S), an ideal game hero, and the alien, an ideal nasty.

So it's off to the jungles of South America to rescue a bunch of trapped diplomats. The opening scene shows the helicopter dropping Arnie – otherwise known as Major Alan Schaefer and his six battle-hardened troops into the danger zone. The men sprint off into the jungle. Dutch Schaefer is the last to leave the chopper.

Within seconds you find a dead colleague and enemy troops coming for you. But the troops are only part of your worries. There's The Predator to deal with, an alien creature from outer space who is on a hunting expedition to earth. Everybody – including you – is fair game. Let us prey!

You start off equiped with a

PREDA

AIR RALLY

C+VG REVIEWS 6

starts to drop, a picture of you parachuting to safety appears and... WHAM! Hold your breath... did you land between some young girl's legs (True!) or – and this is far more likely – in with the pigs?

Once you complete a level – four events – a presentation screen is displayed, but you have to do numerous levels to get the full rewards. This is, as you have probably guessed, a comparatively simple game, given life by the high standards of the well drawn and convincing graphics. Lacking laser blasts and a variety of very different backdrops, it relies on the addictive qualities of the very simple basic idea of the game to retain the interest.

What this means is it lacks the special touch that would make it stand out from the rest, and would probably do better as a budget title that at its current asking price. However, if we had a mark out of ten for atmosphere – the very nicely produced packaging adds to this too – Gee Bee Air Rally would probably come near the top of the heap.

The lack of reality about crashes, in the early stages of the games, you can zoom around with wild abandon, clipping the wings of other planes, swooping down on the course markers and

So to sum up. Gee Bee Air Rally has some great graphics, nice touches of humour great music and sound. One could only want for a little more playability. However, an enjoyable game.

- ►GRAPHICS 7
- ►SOUND 8
- ►VALUE 5
- ►PLAYABILITY 6

▲ *Decisions. Who dares ... crashes?*

▲ *The grand parade.*

▲ *Making a pig's ear of the race?*

PREDATOR

machine gun, a limited supply of bullets and hand grenades. In a tight corner you can also punch, block and duck.

Caution is the key word in this game. Don't rush in blindly. Even if you survive the nasty surprises, you'll probably use up your ammo too soon.

Besides the troops, there's a sniper in a crash chopper and death-dealing vultures to contend with.

You can tell when the alien is tracking you because the screen goes pink and a large triangle appears, moving closer to you all the time. At this stage it's best to run like hell and get away.

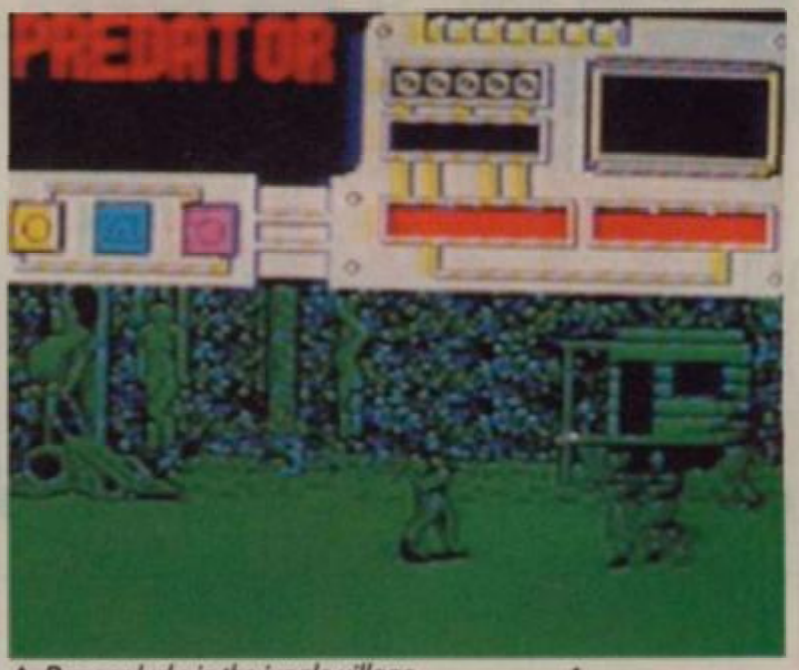
There are four stages to battle through before you get to the final confrontation with *The Predator*. As you progress you can pick up extra weapons, mostly off the bodies of your fallen comrades.

I have only two gripes about *Predator*. Firstly that it's multi-load. I know this is necessary but it results in an easing of the tension – and this game, like the film, is nothing if not tension with a capital T. Secondly, when you have lost all your lives you have to go through the starting sequence which involves all the men jumping from the helicopter. This becomes a little boring.

All in all, *Predator* is an excellent game where the hunter becomes the hunted. Buy it and experience fear.

- ► GRAPHICS 9
- ► SOUND 6
- ► VALUE 8
- ► PLAYABILITY 9

C+VG HIT!



▲ *Danger lurks in the jungle village.*

SEGA®

NOW, THERE ARE NO LIMITS

EXTRA

FREE GAME

WORTH £24.95

Buy the Sega Master System and get *one* of these fantastic GAMES FREE.

ROCKY · SPACE HARRIER · OUT RUN

Watchout for your favourite game FREE when you buy the Sega Master System

SPECIAL OFFER

Sega Master System + Light Phaser with games cartridge

ONLY £124.95

Sega Master System R.R.P. £99.95:
Light Phaser R.R.P. £44.95

THE ULTIMATE IN SPECIAL OFFERS

Both offers end 30th June 1988

C+VG REVIEWS

ZARAX

► MACHINE: SPECTRUM.
► SUPPLIER: FIRBIRD.
► PRICE: £2.99.
► REVIEWER: PAUL BOUGHTON.

▲ *Excellent value at £2.99.*

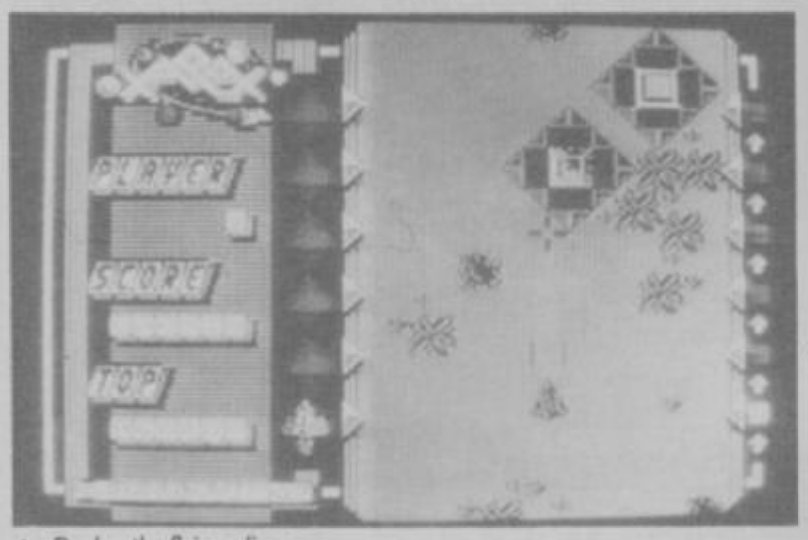
"Get 'em!" Stark advice from the starting screen of *Xarax*. But my advice to you is: Get it!

This is one hell of a nifty shoot 'em up that deserves your attention. And at £2.99 it a street-wise buy as well.

There's really not a lot to tell you about this game. The cassette notes are, to say the least, sparse: "Bomb and blast the way to the salvation of your world." Highly informative, I don't think.

But let's press on. You control a space ship flying over a vertically scrolling landscape. The inevitable flying aliens are soon proving right little pests.

▲ *Bomb the ground installations.*



▲ *Dodge the flying aliens.*

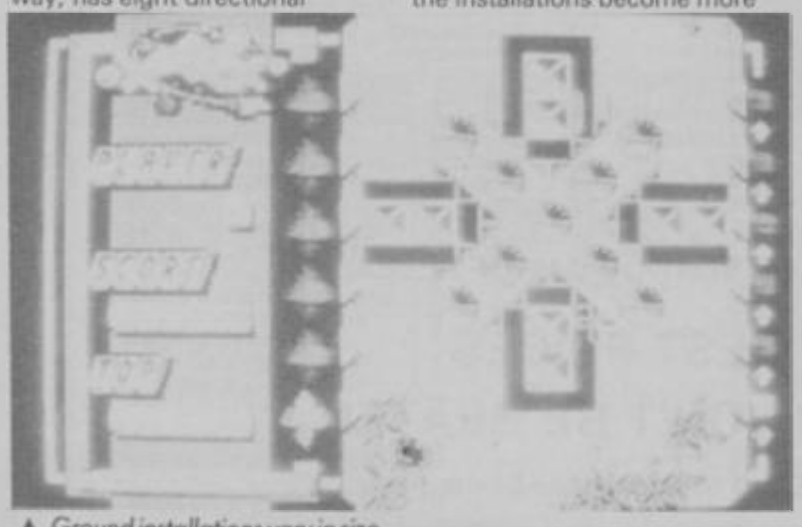
The first wave comes whirling past in a sort of looping formation, fast and frequent. Matters are complicated by ground installations which deal death at you.

But fear not. It's not just your flying skills which will keep you out of trouble, although quick reactions are vital.

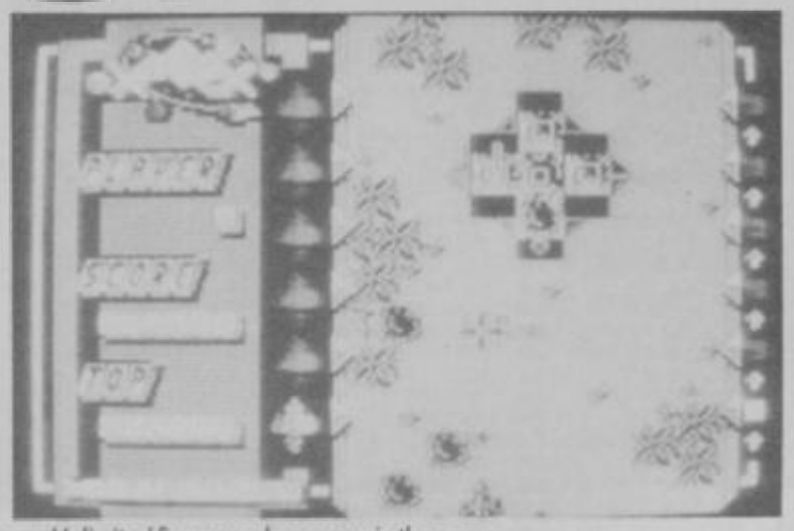
The spacecraft, which by the way, has eight directional movement, is equipped with unlimited laser power and bombs. The lasers can only be used on the airborne enemy while the grenades are more than enough to take out any ground-based problems you come across. And they will prove to be problems.

The craft has a cross-hair sight in front of it which allows you to zero in for ground attacks with quite a degree of accuracy.

As you progress into the game the installations become more complex. Instead of just one bolt of death heading your way, there's a whole barrage.



▲ *Ground installations vary in size.*



▲ *Unlimited firepower keeps you in the game.*

And that's basically the game. What makes it special is the price. In fact, in terms of quality programming, *Xarax* is a lot better than a lot of the full price shoot 'em ups doing the rounds at the moment. God forbid that we would name names but have you seen Go's *Bedlam*?

It's possible Firebird could have put this out a higher price. But that's their blunder and your good fortune. Don't look a gift horse in the mouth, as they say.

Finally, congratulations to programmers R. Spahl and T. Gittelbauer. *Xarax* is a job well done.

► GRAPHICS	8
► SOUND	6
► VALUE	10
► PLAYABILITY	8

Castle Computers

NOW TAKEN VISA

CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

SALE

SPECTRUM Special Offers

DAN DARE II	6.50
PREDATOR	6.75
BEDLAM (128K ONLY)	6.50
ROLLING THUNDER	6.50
BLOOD VALLEY	5.50
PLATOON	6.75
COMBAT SCHOOL	5.25
RAMPAGE	6.75
MATCHDAY II	5.25
MAGNIFICENT 7	6.95
OUTRUN	6.50
THUNDERCATS	5.50
RASTAN	5.25
GUNSHIP	6.95
NIGEL M. GRAND PRIX	6.95
INDIANA JONES	6.50
FOOTBALL DIRECTOR	6.50
VULCAN	6.95
BLITZKREIG	6.95
NAPOLEON AT WAR	6.50
GALLIPOLI	6.50
WORLD WAR I	6.95
SCALETRIX	6.95
PAC LAND	6.95
BUGGY BOY	5.50
720°	6.50
ACE 2	6.50
SUPER HANG ON	6.75
NORTH STAR	5.50
TERRAMEX	6.50

SALE

SPECTRUM Special Offers

SIDEARMS	6.50
BOBSLEIGH	6.75
GAUNTLET II	6.50
LAZER TAG	6.50
HUNT FOR RED OCTOBER	10.50
VENOM STRIKES BACK	5.50
DEVIANTS	1.75
SHACKLED	6.50
PHM PEGASUS	6.95
MAGNETRON	5.50
SUPER STUNT MAN	1.75
A T F	6.95
GUNSMOKE	6.50
THING BOUNCES BACK	2.99
GREMLIN 10 GAMES	5.95
DOC THE DESTROYER	2.99
SPY V SPY ARTIC ANTICS	2.99
PROHIBITION	2.99
F. A. CUP 87	1.50
**********	
* JACK THE NIPPER II	2.99 *
* DEATHWISH III	2.99 *
* MASK I	2.99 *
* MASK II	2.99 *
* MAS. OF UNIVERSE THE MOVIE	2.99 *
**********	
THANATOS	1.99
GUNRUNNER	1.99
SUPERCYCLE	2.99
CATCH 23	2.99

SALE

SPECTRUM Special Offers

ARC OF YESOD	1.99
BUGSY	1.99
BIG SLEEZE	2.99
CHOLO	2.99
SIDEWIZE	2.99
CLEVER & SMART	2.99
RED L.E.D.	2.99
YES PRIME MINISTER	2.99
SLAINE	2.99
AUF WIDHERSEHN MONTY	2.99
DOOMARKS REVENGE	2.99
MYSTERY OF THE NILE	2.99
COIN OP CONNECTION	3.95
DANDY	2.99
PHANTOM OF THE OPERA	2.99
HEARTLAND	2.99
HIVE	1.99
CHAMP'SHIP BASEBALL	2.99
PS15 TRADING CO	1.99
DRUID II: ENL'MENT	2.99
ARMAGEDON MAN	6.95
THEY STOLE A MILLION	1.99
HEWSON 4 SMASH HITS	6.95
THE CENTURIONS	1.99
STAINLESS STEEL	1.99
SHOCKWAY RIDER	1.99
KNUCKLE BUSTERS	2.99
ROBIN OF THE WOOD	1.99
KINETIC	1.99
GYRON	50p

SALE

C64 CASS Special Offers

PREDATOR	6.75
PLATOON	6.75
RASTAN	6.25
OUTRUN	6.75
SIDEARMS	6.95
VENOM STRIKES BACK	6.95
NORTH STAR	6.95
ROLLING THUNDER	6.95
FIREFLY	6.50
TETRIS	6.95
SUPER HANG ON	6.75
720°	6.75
MASK I	2.99
MASK II	3.95
MAST UNIV. THE MOVIE	3.95
JACK NIPPER II	2.99
DEATHWISH III	2.99
PAC LAND	6.95
STEALTH FIGHTER	10.50
AIRBOURNE RANGER	10.50
SKATE OR DIE	7.95
THE TRAIN	7.95
CHUCK Y. ADV FL SIM	7.95
SABREWOLF	50p
UNDERWORLD	50p
ENIGMA FORCE	50p
SUPERMAN	50p
ARC OF YESOD	1.99
REDHAWK	50p
ROBIN OF THE WOOD	1.99

SALE

C64 CASS Special Offers

PRESIDENT	1.99
PS15 TRADING CO	1.99
TRACKER	4.95
YES PRIME MINISTER	2.99
SCARY MONSTERS	2.99
STAR RAIDERS II	2.99
SHANGHAI	2.99
TIGERS IN THE SNOW	1.99
THING BOUNCES BACK	2.99
PSI WARRIOR	50p
R'CKFDS RIOT/B'DASH II	2.99
SIDEWIZE	2.99
ON THE TILES	2.99
RED L.E.D.	2.99
CLEVER & SMART	2.99
SPY V SPY ARTIC ANTICS	3.95
BC'S QUEST FOR TYRES	1.50
FIGHT NIGHT	1.50
DAMBUSTERS	1.50
ALLEYCAT	1.50
CH'SHIP BASEBALL	2.99
CH'SHIP BASKETBALL	2.99
DRUID	1.99
DRUID II: ENL'MENT	2.99
KUNG FU MASTER	2.75
MYCHESS II	2.99
LABYRINTH	1.99
L'BOARD TOURNAMENT	1.99
THE BIG SLEEZE	1.99

SALE

C64 CASS Special Offers

BIGGLES	99p
DRACULA	2.99
COMET GAME	50p
BIG TR'BLE LITTLE CHINA	2.99
GAUNTLET	3.95
HEARTLAND	2.99
ARC OF YESOD	1.99
LAW OF THE WEST	99p
LORDS OF MIDNIGHT	1.99
CHOLO	2.99
OINK	1.99
ELECTION	1.99
CHALLENGE OF GOBOTS	1.99
NEMESIS THE WARLOCK	1.99
WERNER	1.99
THE VIKINGS	99p
POLAR PIER	2.99
MEAN CITY	2.99
MAX TORQUE	2.99
HARDBALL	1.99
FOUR SMASH HITS	6.95
FLUNKY	2.99
GERMANY 1985	3.95
MEGA APOCALYPSE	2.99
IRIDIUS +	1.50
SHAOLINS RD	2.50
L'BOARD EXEC	3.95
NEMESIS FINAL CH'LGE	2.99
FIFTH QUADRANT	2.99
SARACEN	1.50

SALE

C64 Disk Offers

KINETIC	1.99
HEARTLAND	1.99
INFODROID	99p
IC.UPS	99p
HYPERBALL	99p
MISSION A.D	99p
AZTEC	99p
ANKH	99p
DANTES INFERNO	99p
EMPIRE	99p
BEST OF BEYOND	1.99
DRUID II	3.95
ACCOLADE COMICS	9.95
RUSSIA THE GR'T WAR	12.95
SCARY MONSTERS	3.95
RED L.E.D.	3.95
CLEVER & SMART	3.95
GEMSTONE WARRIOR	8.95
ALTER EGO (FEMALE)	6.95
SPY V SPY (1ST)	3.95
LABYRINTH	2.99
ALIENS U.K	2.99
BIG TR'BLE L'TLE CHINA	2.99
GFL FOOTBALL	2.99
THE TRAIN	12.95
CHUCK Y. FL'T SIM	14.95
MUSIC STUDIO	4.95
STEALTH FIGHTER	13.95
AIRBOURNE RANGER	13.95
GUNSHIP	13.95

SALE

AMSTRAD Special Offers

TAI PAN	3.95
SLAINE	2.99
HIVE	99p
BIG TR'BLE L'TLE CHINA	1.99
YES PRIME MINISTER	2.99
ALIENS U.K VERSION	2.99
ALIENS U.S VERSION	2.99
RED L.E.D.	2.99
CLEVER & SMART	2.99
GFL GAMESTAR BASEB'L	2.99
WARLOCK	1.99
LIVINGSTONE I PRESUME	1.99
MAG MAX	2.99
KINETIC	99p
GFL FOOTBALL	2.99
HOT RUNESTONE	1.99
N. MANSELLS G. PRIX	6.95
MYSTERY OF THE NILE	2.99
PLATOON	6.75
PREDATOR	6.95
JACK NIPPER II	2.99
DEATHWISH III	2.99
MASK I	2.99
MASK II	3.99
TEN GREAT GAMES	5.95
SPY V SPY ARTIC ANTICS	2.99
SPY V SPY ISL'D CAPER	2.99
MAST UNIV. THE MOVIE	3.95
CHOLO	2.99
COMBAT SCHOOL	5.25

SALE

AMSTRAD Disk Offers

DRUID	2.99
KINETIC	2.99
MUTANTS	4.95
SHORT CIRCUIT	4.95
RED L.E.D.	4.95
CLEVER & SMART	4.95
HUNCHBACK ADV'TURE	3.95
UCHI MATA	3.95
CATCH 23	4.95
L'TLE COMP PEOPLE	5.95
SHOGUN	4.95
BIG TR'BLE L'TLE CHINA	4.95
MARIO BROS.	4.95
GHOSTBUSTERS	4.95
GAMESTAR FOOTBALL	4.95
LEVIATHAN	4.95
PUB GAMES(6128)	2.99
HYDROFOOL	3.95
XEVIOUS	2.99
ELECTRAGLIDE	3.95
AIRWOLF	4.95
HEARTLAND	3.95
WATERLOO	7.95
3D VOICE CHESS	7.95
WARLOCK	4.95
SPY V SPY ISL'D CAPER	4.95

PHONE FOR ANY AMSTRAD GAMES NOT LISTED

SALE

ATARI ST Specials

DUNGEON MASTER	15.95
POLICE QUEST II	15.95
ANNULS OF ROME	10.95
CLEVER & SMART	9.95
WESTERN GAMES	9.95
SKULL DIGGERY	12.95
BLACK LAMP	12.95
EXTENSOR	6.95
LEADERBOARD	12.95
MIND WHEEL	11.95
GST MACRO ASS'BLR	17.95
GST C COMPILER	14.95
TEST DRIVE	16.95
LEATHER NECKS	13.95
T.N.T.	13.95
XENON	12.95
TERRAMEX	12.95
ROAD WARS	12.95
UNIVER'L MIL SIM	15.95
CARRIER COMMAND	15.95
GUNSHIP	15.95
OUT RUN	12.95
OBLITERATOR	15.95
BUBBLE BOBBLE	12.95
LEATHERNECKS	13.95
TANGLEWOOD	12.95
QUANTUM PAINT BOX	12.95
PREDATOR	12.95
STAR TREK	12.95
RAMPAGE	10.50

SALE

ATARI ST Specials

LITTLE COMP PEOPLE	12.95
BLACK CAULDRON	12.95
HOLLYWOOD HIJINX	9.50
CUT THROATS	9.50
MOONMIST	9.50
WITNESS	9.50
SUSPECT	9.50
INFIDEL	9.50
ZORK II OR III	9.50
ULTIMA II	11.95
BORROWED TIME	9.50
ENCHANTER	9.50
SORCERER	9.50
PLANET FALL	9.50
SUSPENDED	9.50
NINE PRINCES IN AMBER	8.95
AMAZON	8.95
FARENHEIGHT 451	8.95
MARBLE MADNESS	16.95
MUSIC CON SET	16.95
STAR WARS	12.95
500cc GRAND PRIX	12.95
BARBARIAN (PSY)	15.95
BARBARIAN (PAL)	10.25
BARDS TALE	16.95
FIRST WORD PLUS	54.95
SCRUPLES	12.95
SCRABBLE	12.95
STRIKE FORCE HARRIER	15.95
OIDS	12.95

SALE

SPECTRUM +3 Disks

ACTION FORCE	10.95
ACE II	10.95
CALIFORNIA GAMES	9.50
DELUXE SCRABBLE	12.25
DRILLER	13.95
EYE	10.95
FOOTBALL MANAGER	6.95
GAME, SET & MATCH	12.95
GAUNTLET	9.50
GUNSHIP	9.50
INTERNATIONAL KARATE	6.95
LIVE AMMO	10.95
MAGNIFICENT 7	12.95
THE PAWN	12.25
RENEGADE	10.95
THUNDERCATS	10.95
WORLD CLASS L'BOARD	9.50
TAI PAN	10.95
TOMAHAWK	9.50
PHANTOM OF OPERA	6.95
SORCEROR LORD	13.95
3D GAME MAKER	12.95
DRACULA	12.95
THE BOGGIT	12.95
OUTCAST	12.95
BALL BREAKER	12.95
PLATOON	9.50
JINXTER	12.95
PREDATOR	10.95

ANY GAME NOT RELEASED WILL BE SENT ON DAY OF RELEASE

BEST SERVICE, BEST PRICES

PHONE US NOW. WE WON'T BE BEATEN

P.P. Free on order over £5. Under £5 add 50p. Overseas £1 per game

The phenomenal growth in demand for Atari computers means a much bigger home for the BIG show...

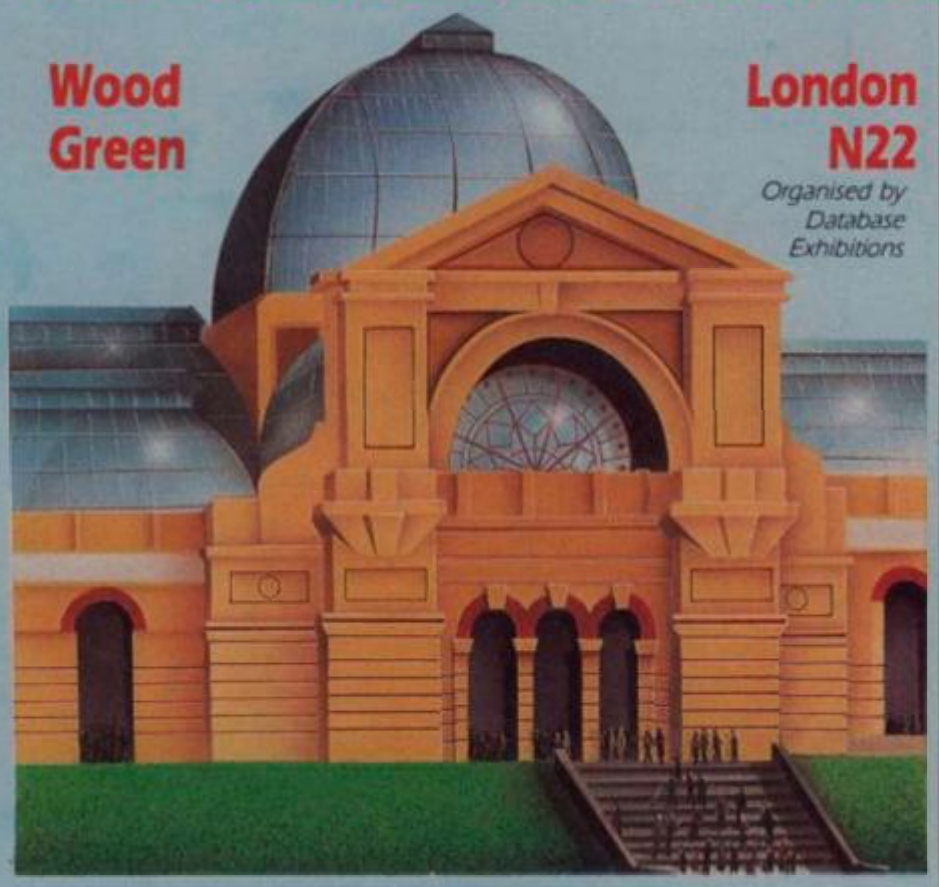
ATARI USER SHOW

Alexandra Palace

Wood Green

London N22

Organised by Database Exhibitions



Friday	Saturday	Sunday
22 April	23 April	24 April
10am-6pm	10am-6pm	10am-4pm

THREE action-packed days for Atari owners!

The spectacular Alexandra Palace represents a new showcase for the fastest-growing range of computers on the market.

From the exciting games console to the ever-popular 8-bit Atari and the sensational Mega ST, they'll all be there at the Atari User Show!

Some of the very latest software will be on show for the first time.

And that means you can enjoy unique hands-on experience of programs everyone will soon be talking about.

You'll find some of the best prices around for blank discs, disc boxes and other accessories, learn about the many opportunities to expand your computer system, get helpful advice from some of Britain's leading experts, and so much more!

How to get there

It's so easy to get to the show – by car, rail, underground or bus. Alexandra Palace has its own British Rail station, whisking visitors to and from King's Cross in just nine minutes. And there's a free bus service shuttling between station and show every 10 minutes. If you're travelling by road the show is only 15 minutes away from junction 25 on the M25 – and all car parking is free.

Cut the queues and save £1 per head – with this advance ticket order

Your advance ticket order

Please supply:

☐ Adult tickets at £2 (save £1) ..... £.....
(Order four adult tickets, get the fifth FREE!)

☐ Under-16s tickets at £1 (save £1) ..... £.....
(Order four under-16s tickets, get the fifth FREE!)

Total £.....

☐ I enclose a cheque made payable to Database Exhibitions

☐ Please debit my Access/Visa card no

Expiry date: /

Admission at door: £3 (adults), £2 (under 16s)

Advance ticket orders must be received by Wednesday, April 13.

ATARI USER SHOW

The West Hall
Alexandra Palace, Alexandra Park
Wood Green, London N22
April 22-24, 1988

Post to: *Atari User Show Tickets, Europa House, Adlington Park, Adlington, Macclesfield SK10 5NP.*

Name .....

Address .....

Postcode ..... Signed .....

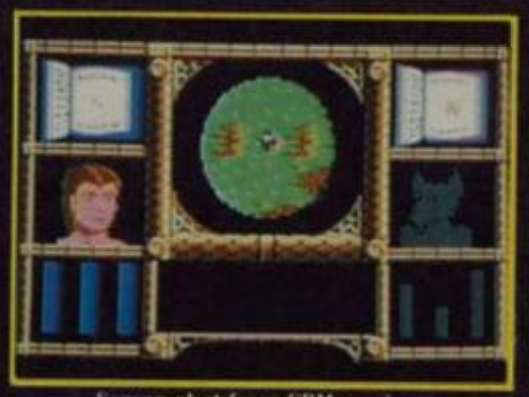
PHONE ORDERS: Ring Show Hotline: 0625 879920
PRESTEL ORDERS: KEY *89, THEN 614568383
MICROLINK ORDERS: MAILBOX 72:MAG001
Please quote credit card number and full address A340

WIZARD WARZ™

WIZARD WARZ is a combination of fast moving action, depth of game play and strategical challenge that takes fantasy role playing one step further and it's....

OUT NOW!!

Copyright © 1987. U.S. Gold Ltd.



Screen shot from CBM version.

Screen shot from Spectrum version.

Screen shots from Atari ST version.

GO!

CBM 64/128 £11.99 DISK £9.99 TAPE
AMSTRAD £14.99 DISK £9.99 TAPE
SPECTRUM 48/128K £8.99 TAPE ATARI ST £19.99 DISK

Go! Media Holdings Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021-356 3388

SPECTRUM 48/128K 10.99 TAPE ATARI ST £19.99 DISK
Go! Media Holdings Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

REVIEWS C+VG 8

IO

► MACHINE: COMMODORE 64.
► SUPPLIER: FIREBIRD.
► PRICE: £9.99.
► VERSION TESTED: COMMODORE 64.
► REVIEWER: MATT BIELBY.

Io can justifiably claim to be the definitive scrolling shoot 'em up. In the all time hall of scrolling shoot 'em up fame you have to class it in the *Sanxion*, *Delta* and *Zynapse* class.

Maybe in playability terms it is just about on the same level as *Zynapse*, but graphically *IO* is way ahead of all three of these.

Firebird has sensibly dispensed with plot and scenario – *Io* is about blasting the wondrous aliens that come at you.

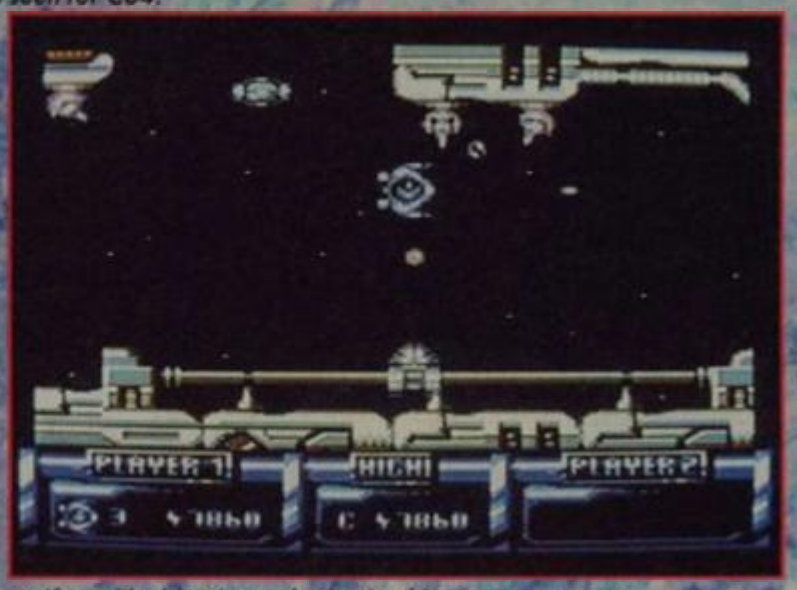
As with most games of this type you have to build the firepower of your ship to have any hope of surviving.

You do this by shooting certain glowing orbs that are dotted around the game at intervals. When they absorb a set amount of missile fire they turn into duplicate ships that you fly into. This will add first one, then two, and finally three extra bullets – increasing your rate of shot rather than adding extra weapons to the ship.

When you have built the ship up to maximum fire power you can still get two more orbs to add protective orbs. These effectively add extra lives. If you

▲ *One of best shoot 'em-ups we've seen for C64.*

▲ *Let those aliens have it!*



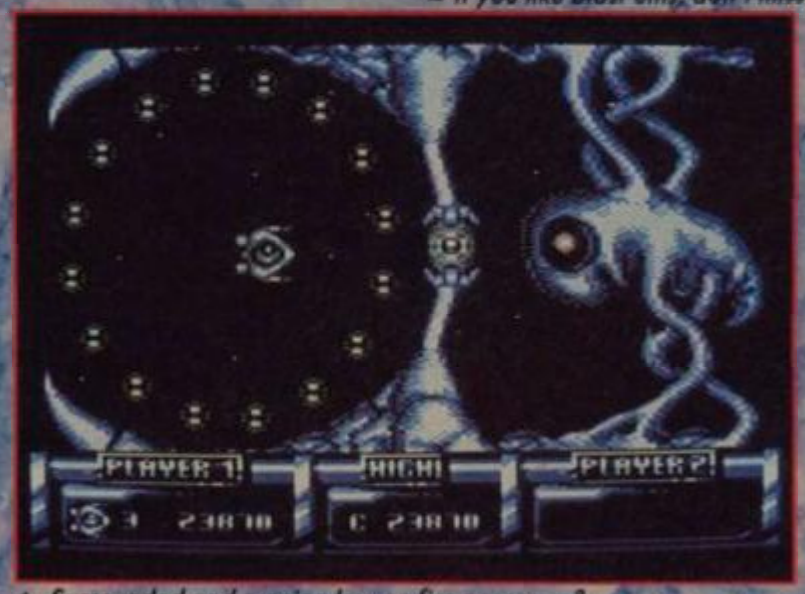
▲ *If you like blast'ems, don't miss this one.*

die then you lose one of your orbs – not the ship itself. Collecting these orbs is therefore as important as clearing the path of aliens. The orbs also add two extra guns – which you will need when you confront the final alien at the end of each level.

There are four levels in *Io* – which doesn't sound like an awful lot but believe me once you have struggled with the joystick for hours before getting anywhere like near the end of the first level, you will know that there is enough here to keep you blasting for a very long while. If anything, the game might have benefited from being slightly less difficult.

Level One is set in a futuristic city-scape – with monrails at the top and bottom of the screen. Along these rails move blue metalic aliens which spit flak at you. There is a huge worm that twists and spins its segmented body all over the screen – making for a formidable opponent. Two sputnik aliens shoot past you, spraying a trail of spheres at you as the 64 emits a splendid whooshing sound.

The second level is set against a weird, alien-like forrest, with tulip like plants spitting flak at you. A huge skull is the horrible monster that confronts you at the end of this level. If you are skilled enough to waste him, you will see the red rocky



▲ *Surrounded and running low on fire power . . ?*

background of level three. More weird and wonderful aliens here – including a giant laser that has to be blasted section by section before it will let you pass to the final level.

The fourth and final level is a slimy mesh of blue fibrous-like material. This is the most *R-Type-like* level of the game and owes an obvious debt to the mega-successful Irem coin-op.

Io is the work of two well known Compunet art page supremo's – Bob Stevenson and Douglas Hare.

If you like shoot 'em ups, you will not want to be without *Io* – it is one of the best.

► GRAPHICS	9
► SOUND	7
► VALUE	8
► PLAYABILITY	8

C+VG REVIEWS

7

YETI

► MACHINE: SPECTRUM/CBM 64.
► SUPPLIER: DESTINY.
► PRICE: £8.95
► VERSION TESTED: SPECTRUM
► REVIEWER: PAUL.

From the land of mountains, ice and snow comes a legend that has intrigued people for ages, stories of a huge hairy beast, a giant mysterious creature whose existence has never been conclusively proved or denied. It's the Abominable Snowman or Yeti.

And so enters Destiny, a new name on the software scene, and programmer Christian Urquhart, and old industry stalwart, with a quest to discover this mythical creature.

Armed with a rifle and grenades – those twin tools of scientific exploration – you set out to hunt and capture the Yeti.

Every now and then you get a tantalising glimpse of the Yeti but he – or she – scampers off before you can do anything about it. It is not until the fourth level of the game that you can actual confront the elusive creature.

Until then you must trek through snow, blizzards and into forbidden territory where outsiders are made to feel decidedly unwelcome. Leading the unwelcoming committee are sullen Buddhas which protect the pathways, flinging death-dealing lightning bolts. Then there are the mad monks who rush straight at you. These must be blasted until they change colour before they die.

Also watch out for spikes. Don't worry if you don't get the point of them. You soon will! There are also cravasses, hidden beneath the surface, waiting for a real fall guy.

The explorer starts out with 50 rounds of ammunition and 10 grenades, three lives and a body temperature which must not fall too low.

Along the way, he can replenish his ammunition and grenades. There is also a mystical fluid to be found which will restore body temperature.

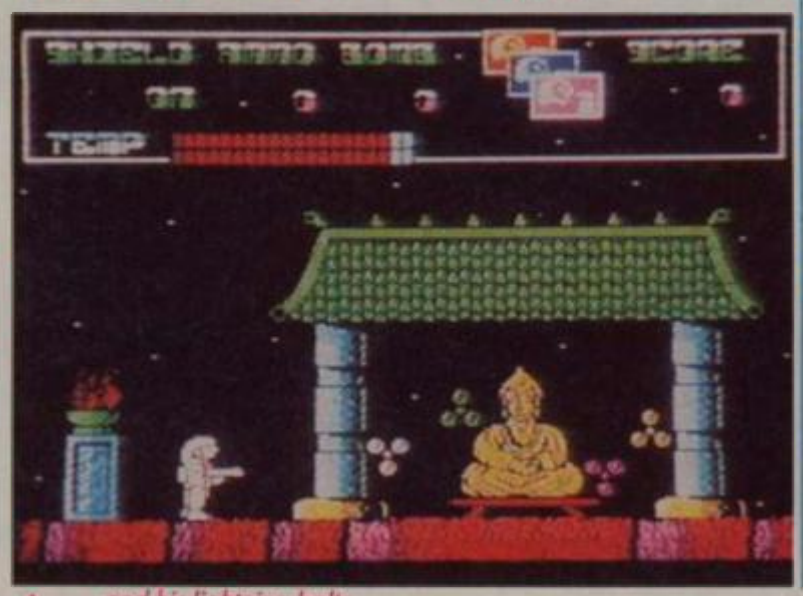
▲ *Because the Buddha . . .*

And one of the most useful items to find is the ski-bike. This can really speed up your progress through this frozen landscape.

Shields are also useful while they last. They protect against a lot of nasties, other than craggy rocks and lightning bolts.

Yeti, together with *Teladon*, are the first two releases from Destiny. *Yeti* is a very competent game, nicely programmed and very playable, even if it doesn't set the imagination really alight.

► GRAPHICS 7
► REALISM 5
► VALUE 7
► PLAYABILITY 7



▲ *. . . and his lightning bolts.*

POWER AT SEA

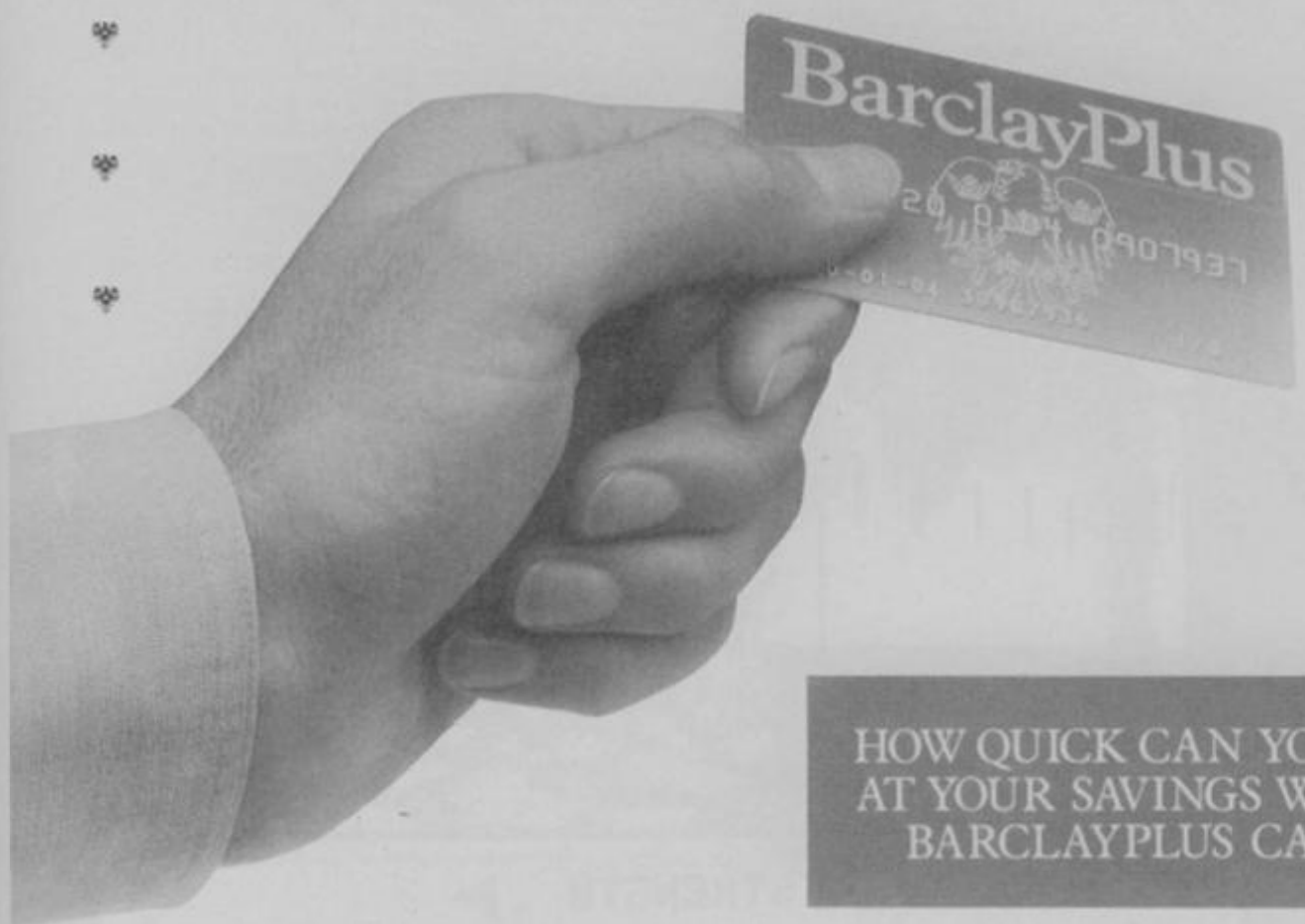
► MACHINE: CBM 64.
► SUPPLIER: ELECTRONIC ARTS.
► PRICE: £19.95 (DISK).
► REVIEWER: STEVE BADSEY.

Power at Sea is a one player game of sea warfare based on the American fleet at the battle of Leyte Gulf in 1944. The American task was to capture island strongpoints by amphibious landing against opposing Japanese sea and air forces, including for the first time the *Kamikaze* suicide attacks.

Anyone expecting a serious strategy game will be disappointed. *Power at Sea* bears only the most fanciful relation to the real events of Leyte Gulf. But if you like good graphics, good sound and an undemanding shoot-em-up, then this will be one of the best games for you! The player commands from the bridge of an American battleship, with an aircraft carrier and cargo freighter in support. Four Japanese bases must be weakened by bombarding them from the sea, knocking out strongpoints before sending in the marines to capture them. At any time you may have to man the guns against Japanese air attacks, or fly off an airstrike against interfering Japanese destroyers.

Picking and destroying targets in this game is not particularly taxing, nor is it very fast, but you do have to be accurate. The real joy of the game are the graphics screens of the battleship bridge, the Japanese bases and destroyers, and your own gun positions. This is the sort of fame that even quite young players will enjoy, and only a killjoy would complain about its lack of realism.

► GRAPHICS 9
► SOUND 9
► VALUE 8
► PLAYABILITY 8



HOW QUICK CAN YOU GET AT YOUR SAVINGS WITH A BARCLAYPLUS CARD?

C+VG REVIEWS

KNIGHT GAMES II

► MACHINE: C64.
► SUPPLIER: ENGLISH SOFTWARE.
► PRICE: £9.95.
► REVIEWER: IAN MACHIN.

Knight Games 2 is the first in a series of sequels that continues where the original *Knight Games* left off. But this time the games are being held 2,000 years later. Under the new title Space Trilogy *Knight Games* has been given a new and different concept – Space Combat Gaming.

This really entails completing set of three distinctly separate combat games, each with a rather exhilarating purpose . . . to win and move on. This may sound all that easy and simple to you, but believe me – it isn't.

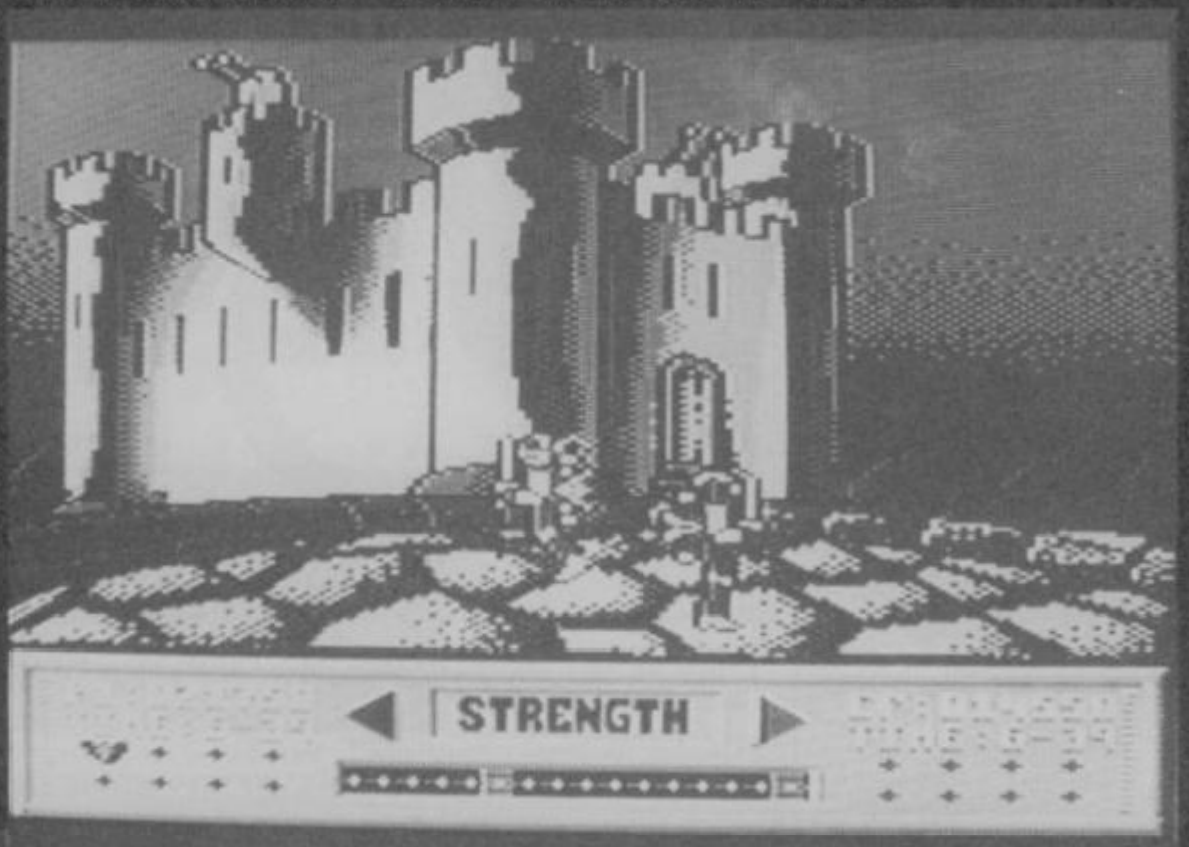
All the games are loaded into the computer separately. But before this can be done, an Access/Bypass code must be given. This is achieved by filling your main energy meter to a maximum by transferring any remaining reserves which maybe left over at the end of each stage of each game. There is approximately three different screened stages in each of the three games, giving a total of nine separate screens. Once the code has been accessed . . . you may proceed.

You are in control of a small robot named 'Robby' (now where have I heard that name before). Using Robby . . . you are instructed to do battle against a number of hostile aliens. Equipped with only a Photon Laser, your aim is to complete all three games (or challenges) in such a way . . . that when reaching the final tournament, you have succeeded in becoming the winner. And therefore, look forward to the release of the future *Knight Game* games.

Now onto the basic description of each game.

In this first instalment of Space Gaming, Robby the Robot must pick up and collect stranded (Goodie) aliens and Robo-Knights off the surface of a hostile alien inhabited planet, and take them back to his launchpad. To retrieve each alien or Robo-Knight, just hover just above it, while all the time keeping in constant Sprite to Sprite contact, and after four tiny bleep noises have sounded the character in question should disappear. Once your guest has been deposited back to the launchpad . . . you must locate and find the next one . . . and quick!

Game two involves you . . . and a whole host of enemy alien attackers battling it out in orbit around the planet as seen in game on. To help you to become aware of any incoming enemy craft, there is a forward and rearview scanner. Using the scanner is essential . . . that is . . . if you want to survive and complete the game. You are also supplied with a small quantity of Smart bombs which then triggered, destroys everything on screen.



▲ *Hidden Perils?*

▲ *Trial by battle.*

The third and final tournament is a feat in itself as all the games are increasingly difficult.

Here . . . you play three events in succession. Your aim is to: defeat your opponent (this can be either the computer . . . or player two) and achieve the highest score.

The three events in question are . . . Jet Jousting, Light Sabres and last of all . . . Photon Chains.

All the events are very demanding to ones patience . . . and need to be practiced a couple of times before actually pledging any devotion to them.

GRAPHICS:	9
SOUND:	8
PLAYABILITY:	9
VALUE:	8

...NOT BAD, EH?

OK, so maybe using a cash dispenser machine takes marginally longer than turning the page. But not much.

You can apply for a BarclayPlus card the moment you open a BarclayPlus account.

And you can use your cash card in over 3,000 cash dispensers all over the country.

So you can get at your savings any time of day, seven days a week.

Of course, you also get a healthy rate of interest on your savings.

You can open a BarclayPlus account if you're aged 14 or over. And if you're under 19 you'll get a regular free magazine and free account opening pack.

Just pop into any branch of Barclays with your savings.

We'll give you the full details and have you sorted out in a flash.

+++ YOU'RE BETTER OFF TALKING TO BARCLAYS

IF YOU'RE UNDER SIXTEEN, YOU'LL NEED YOUR PARENT'S OR GUARDIAN'S SIGNATURE TO OBTAIN A CARD.

ARKANOID

TAITO
COIN-OP

REVENGE OF DOH

Imagine

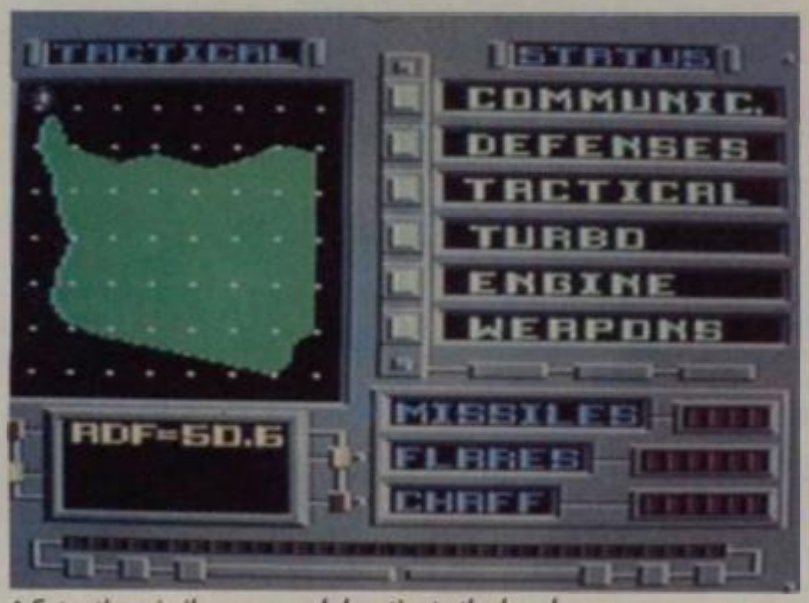
..the name of the game

Licensed from © Taito Corp., 1986

SPECTRUM CASS £7.95 AMSTRAD CASS £8.95 COMMODORE CASS £8.95
SPEC + 3 £14.95 C64 DISK £12.95 AMS DISK £14.95

Adding to the fun and excitement of Arkanoid... All new features include exit choices to vastly increase the screen options, many extra "VAUS" effects, multiple shots and a secret additional alien to contend with. This adds up to the most thrilling reaction game since ARKANOID but with so many improvements you just won't be able to stop playing...

6 CENTRAL STREET · MANCHESTER · M2 5NS · TELEPHONE 061 834 3939 · TELEX 669977 · FAX 061 834 0650



▲ *Enter the missile room and deactivate the bombs.*

► MACHINE: C64/128, APPLE II, IBM AND COMPATIBLES.
► SUPPLIER: MINDSCAPE.
► PRICE: C64 DISC (£14.95).
► VERSION TESTED: C64.
► REVIEWER: IAN MACHIN.

Infiltrator II is the continuing story of the diabolical Mad Leader who is hell-bent on world domination.

Our hero, Johnny "Jimbo-Baby" McGibbits has been assigned a mission of great importance – to destroy him.

Here's a short run-down on this most critical mission . . .

As Johnny, it is your task to fly a helicopter behind enemy lines to a specified destination, successfully complete a ground assignment within the Mad Leader's installations, and fly on back to Home Base. This has to be done three times, although all specific destinations and goals are different to that described above.

Mission one has you searching the Mad Leader's installation for chemical labs in which vats of deadly nerve gas is being formulated. Here, you must fly in and neutralize these vats before it's distributed around the world.

The flight sequence in this mission only is optional. You are able to skip it by making the appropriate selection on the mission menu that appears after the title screen.

This selection will not appear on the mission menu of the other two missions.

Within this and the other missions, you are equipped with a selection of apparatus which is essential to your missions and must be used with great caution and accuracy. You will also find extra equipment as you travel through the complexes such as Gas Grenades, Alarm Keycards and Security card passes with which you get into the unauthorized areas where your main objectives are located, behind locked doors.

The second mission is somewhat harder and you'll need to make use of a couple of your special items to resolve this problem.

What you must do is this – discover all the Mad Leader's missile rooms and deactivate them. Also locate and cause a meltdown of the Mad Leader's nuclear reactor. As if this should pose a problem.

When you have found your objectives, you are instructed to present a four-digit disable code number. All this sounds so easy but you must permanently type-in guessed numbers into the missile decoder, and hope each time that you have made the right guess. The Reactor is much simpler to destroy.

Mission three sounds easy but it turns out to be quite the opposite. Here, your objective is to seek out and find the Mad Leader himself, install a small brain implant in his noodle (pretty talented guy this Johnny!) and return for the third and final time to Home Base. To find the right Mr Mad Leader you must use your Brain scanning device to determine who's who.

All these characters will be sitting down in a chair and will therefore be easy to spot.

When in the flight sequence, flying your helicopter is no easy task. You must keep a close eye on not only your instruments but also on any enemy and allied aircraft.

Air traffic can be rather dense at times and if you are spotted, they will request some ID. As soon as you have taken-off, you must program the on-board computer with the destination co-ordinates' otherwise you shall be flying blind and aimlessly.

In all of your ground missions, it is essential for you to find and use, correctly, an assortment of security and alarm key cards.

The thing that strikes you first when you load up the game is its similarity to the original *Infiltrator*.

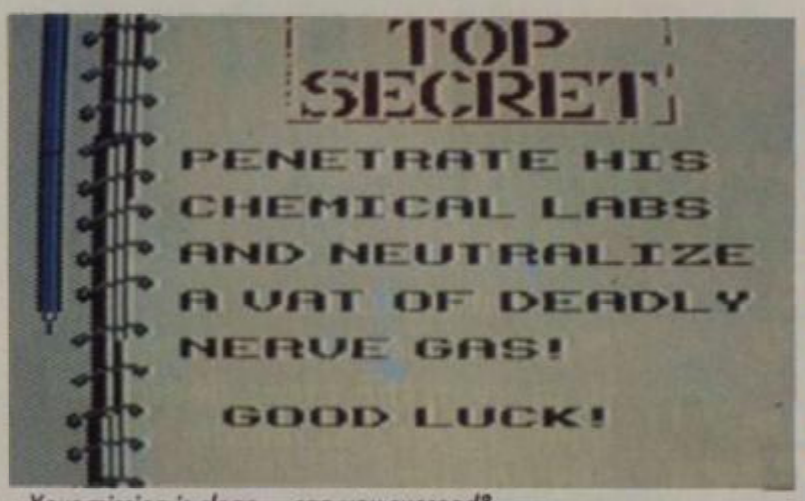
There is no difference at all between the two except, that is, *Infiltrator II* has greater playability and a lot more screens to play around in.

Although *Infiltrator II* is extremely hard and you can very easily get rather fed up with it.

Infiltrator II has, more or less, no draw-backs at all, and is still worth playing.

► GRAPHICS 9
► SOUND 7
► PLAYABILITY 9
► VALUE 8

INFILTRATOR II



Your mission is clear – can you succeed?

▲ *Take hold of the controls and go get the bad Mad Leader.*

▲ *Infiltrator involves reaching for nerve gas as well as flying helicopters.*

10 GREAT GAMES II

HOW CAN SO MUCH FUN BE CONTAINED IN ONE BOX?

A colossal compilation of original gameplays and unique challenges brought together in one classic collection of action, intrigue, humour and entertainment. More fun... more excitement than even the most dedicated gameplayer can handle at any one time.

FOR ONLY £9.99 (£14.99 DISK) YOU CAN FIND OUT

SPECTRUM/AMSTRAD

CBM 64/128

THE DUCT
Zoom your way through a network of tunnels in your buggy avoiding the myriad of hazards that race to meet you, beware the Aliens and barriers that move around the circumference of the DUCT.

AUF WIEDERSEHEN MONTY
Lying low in Gibraltar, poor persecuted Monty Mole's whereabouts have been leaked to 'Intermole', who are in hot pursuit.

MASK
Join with the forces of MASK, skilfully commanded by Matt Trakker and combat the villainous VENOM in their quest for domination of the world.

DEATH WISH 3
Modern day vigilante Paul Kersey wreaks his own form of revenge on the scum and filth that terrorise the streets of New York.

JACK THE NIPPER IN COCONUT CAPERS
Banished to Australia, our favourite little horror jumps plane to land in deepest, darkest jungleland. What havoc he goes on to create is limited only by your imagination.

BULLDOG
Blast your way through infinite levels of high speed space action, penetrating your enemies outer defence system to reach and destroy the POLON mothership.

THE FINAL MATRIX
Brave Nimrod, sent on a dangerous and apparently endless mission to rescue other Bioptons imprisoned on the sinister Matrix prison network.

THING BOUNCES BACK
A quick hand and dogged determination are needed if you're to get anywhere with Thing, as Gremlin's springiest star bounces back in a new adventure.

BASIL THE GREAT MOUSE DETECTIVE
Will your powers of deduction be enough to enable Basil to rescue Dr Dawson from the villainous clutches of Professor Ratigan?

CONVOY RAIDER
The free world is in peril, the future of the country lies in your hands, frighteningly powerful weapons are at your disposal and important decisions must be made.

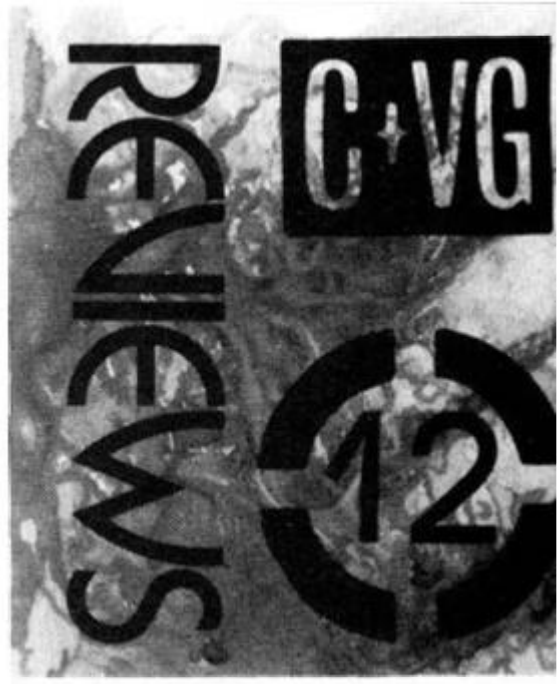
SAMURAI TRILOGY
In an age in which honour was revered, a class of warriors set themselves apart to dedicate their lives to a perfection in combat and discipline of mind that became a religion.

RE-BOUNDER
Armed to the teeth, challenge the might of the meddling overlord, to return to a happy-go-lucky life as a B...B...Bounder.

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS.
Tel: (0742) 753423

GREMLIN

Screen shots from various formats.



THE TRAIN

► MACHINE: CBM 64/128.
► SUPPLIER: ACCOLADE/ ELECTRONIC ARTS.
► PRICE: £14.99 DISK.
► REVIEWER: STEVE BADSEY.

This is an adventure game for one player, set in World War Two and based loosely on an old film on the same name. As a member of the French Resistance you must capture a train loaded with precious works of art from the Germans, and drive it through the night along the railway network into Allied hands (actually from Metz to Verdun, which is about as close to Normandy as Leeds is to London).

▼ *The graphics of the Train are good, the game play is not!*

You must stop at all bridges and destroy the gunboats guarding them before they destroy you. You can simply run through a station, but if you stop to take it you can contact the local resistance, who might change the points or capture another station ahead for you. Occasionally you get attacked by German aircraft. You are scored on the amount of undamaged art you bring out.

The heart of this game is a graphics screen of the engine cab, with joystick selection of controls. This works well, and learning to control the train's speed and performance is very enjoyable.

The rest of the game is less impressive. Capturing bridges or stations is far too easy, needing only "hosepipe" firing from your trusty machine gun. Also, the game seems to have been put out too early, since some of the routines just don't work. Information or assistance from the Resistance, for example, can be faulty. This is not just part of the game, since the computer blames you for failing to pay attention to the correct information which you haven't been given! Since the switching system also doesn't work, and you have to follow the same track each time, the game gets monotonous very quickly.

Without the complexity of a real adventure or the sublety of a proper wargame, *The Train* is an average sort of game. It helps if you like old trains.

► GRAPHICS	8
► REALISM	4
► VALUE	4
► PLAYABILITY	4

4TH & INCHES

► MACHINE: CBM 64/128.
► SUPPLIER: US GOLD.
► PRICE: £9.99 Cass/£14.99 disk.
► REVIEWER: STEVE BADSEY.

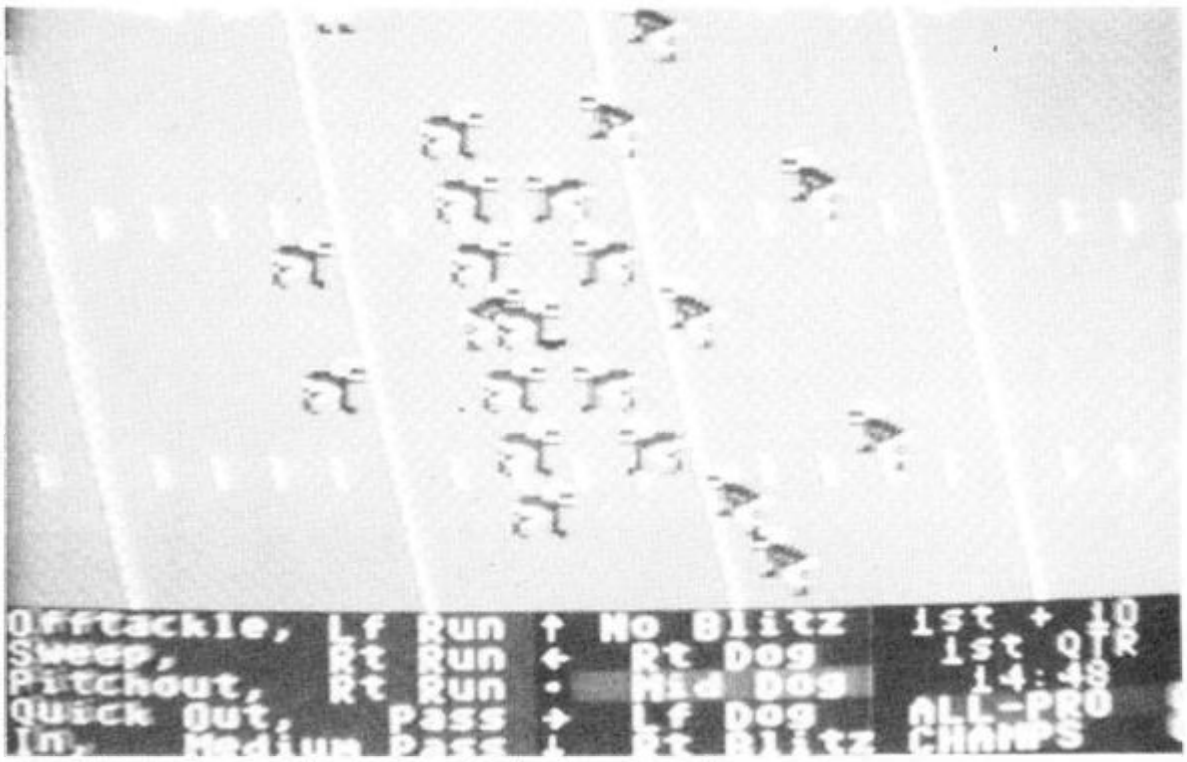
4th & Inches is one of the better American football simulators now on the market, but you need to know the rules of the real game very well before you start playing.

This is a one or two player game in which joystick options let you select a play from a selection of five, then an intended receiver or blitzer, and finally a player to control. You can see your opponent's options, but not which one has been selected.

The graphics representing the players and field are good. The only drawback is that you can't look downfield to see if a receiver is clear – and you have to throw to your intended receiver (although bootlegging is possible) so quite often a pass is wasted.

Fortunately the computer, otherwise a tough opponent, plays zone defense, so there are some plays which are virtually guaranteed to work against it on a timing pattern. Fumbles are not possible – except on an onside kick – and nor are false starts or delay of game, since the 30 second clock simply stops if you try it.

Interception is possible, but you need to have picked the nearest defensive back to reach the ball. Some trick plays are allowed for but not others. You can have screen passes and fake field goals, but not a reverse play, and only the quarterback can throw.



▲ *4th & Inches is a complex simulation, for hard-core fans only.*

The computer keeps no statistics, so it is sometimes hard to see if your strategy is working. Within those limits *4th & Inches* gives you an excellent game of football.

I told you that you needed to know the game well, didn't I? But if you like the real game, you'll love this version.

► GRAPHICS	7
► SOUND	5
► VALUE	9
► PLAYABILITY	8

HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER AND PUBLISHERS

FREEPOST (No Stamp in UK)
SEDGLEY, DUDLEY,
WEST MIDLANDS DY3 3QY
Tel. 0902-880971/313600

PHONE/WRITE PROMPT DESPATCH

CHEQUE/PO/£ DRAFT TO: HOLMESOFT
C.O.D. SERVICE AVAILABLE (phone)
UK P&P INCL. (Add 50p for Rec Delivery)
EUROPE ADD 50p PER ITEM (Airmail)
ELSEWHERE add 75p per item (Airmail)

SPECTRUM	OUR PRICE
-2	2.99
500cc Grand Prix	6.75
A Complete Bastard	3.99
19 (Boot Camp)	(D 10.95) 6.75
720 Degrees	(D 10.95) 7.99
Adv. Tactical Fighter	6.75
Art. World Games	(D 10.95) 5.50
Andy Capp	(D 10.95) 6.75
(Apache) GUNSHIP	(D 10.95) 6.75
Arcade Alley	4.99
Archon Collection	(D 10.95) 6.95
Arkanoid-11	(D 10.95) 5.50
Bangkok Knights	6.75
Barbarian	(D 10.95) 6.75
Bard's Tale	(D 10.95) 6.95
Basket Master	(D 10.95) 5.50
Bedlam (128 only)	6.50
Best of Elite 1 + 2	(D 13.95) 10.95
Bobsleigh	6.75
Black Lamp	(D 10.95) 5.50
Blood Valley	(D 10.95) 5.50
Buggy Boy	(D 10.95) 5.50
California Games	(D 9.95) 6.50
Carrier Command	(D 14.95) 10.95
Centurions	2.99
Chain Reaction	(D 9.95) 4.99
Championship Sprint	(D 10.95) 6.75
Charlie Chaplin	(D 9.95) 6.50
Con-up Connexion	3.99
Combat School	(D 10.95) 5.50
Corporation	(D 10.95) 6.75
Crazy Cars	(D 10.95) 6.75
Cybernoid	(D 9.95) 5.50
Dan Dare II	(D 10.95) 5.50
Dark Sceptre	5.50
Double, The	8.95
Driller	(D 13.50) 10.50
Enlightment, Druid II	(D 9.95) 3.99
Firezone	9.50
Firefly	(D 10.95) 5.50
Flying Shark	(D 9.95) 5.50
Football Director	6.50
Football Manager II	6.50
Freddy Hardest	2.99
Frightmare	(D 9.95) 6.50
G. B. Air Rally	(D 10.95) 6.75
G Lineker Sup. Skills	(D 10.95) 5.50
G Lineker Soccer	(D 10.95) 5.50
Game Set & Match	(D 12.95) 8.50
Garfield's deal	6.50
Gauntlet II	(D 9.95) 4.99
Gryzor	(D 10.95) 4.99
Gunboat	(D 9.95) 6.50
Gunslinger	6.50
Gunsmoke	6.50
Hewson 4 Sm'sh H	(D10.95) 6.75
Ikari Warriors	(D 10.95) 5.50
Impossible Mission II	6.75

SPECTRUM	OUR PRICE
Int. Karate + (IK +)	6.75
Kannov	6.75
Marauder	(D 9.95) 5.50
Magnetron	(D 10.95) 5.50
Mega Apocalypse	(D 10.95) 6.50
Pink Panther	(D 10.95) 5.50
Red LED	2.99
Rennumber	(D 10.95) 6.75
Roadstar XRI	(D 9.95) 5.50
Road Warrior	(D 10.95) 6.95
Road Wars	(D 10.95) 6.50
Shackled	6.50
Target Renegade	(D 10.95) 5.50
Tom & Gerry	(D 10.95) 5.50
Top Ten Coll.	(D 9.95) 6.75
Trio	(D 9.95) 6.50
Trivit	(D 9.95) 6.50
W C Leaderboard	(D 9.95) 6.50
Jack the Nipper II	3.99
Jinxter	DISK ONLY 10.95
Judge Death	(D 9.95) 6.50
Knight Orc	(D 13.95) 10.50
Knightmare	6.75
Laser Tag	(D 10.95) 6.75
Live Ammo	(D 10.95) 6.75
L'board Famous Courses	3.99
M. Of Universe The Movie	3.99
Magnificent 7	(D 12.50) 6.50
MatchDay II	(D 10.95) 5.50
Mickey Mouse	(D 10.95) 5.50
N. Mansell Grand P	(D 10.95) 6.75
Navy Moves	(D 10.95) 5.50
Nebulus	(D 10.95) 6.50
North Star	(D 10.95) 5.50
Out Run	(D 9.95) 6.50
Pac-Land	6.50
PHM Pegasus	6.50
Platoon	(D 10.95) 6.50
Predator	6.50
Rampage	(D 10.95) 6.75
Rascan	(D 10.95) 5.50
Red October	(D 14.95) 10.95
Roy of the Rovers	7.95
Roger	5.99
Scrabble De Luxe	(D 11.95) 7.75
Scruples	(D 10.95) 6.75
Side Arms	(D 9.95) 6.50
Solid Gold (D 10.95) 6.75	
Spirrtox	(D 10.95) 5.50
Star Wars	(D 10.95) 6.75
Street Basketball	6.75
Super Hang On	6.75
Ten Grt Games-II	(D 10.95) 6.75
Terramex	6.75
Tetris	(D 10.95) 5.50
Thundercats	(D 10.95) 5.50
Venom Strikes Back	(D 10.95) 5.50
Victory Road	(D 10.95) 5.50

COMMODORE 64	OUR PRICE
Aaargh!	(D 10.95) 6.75
Arcade Alley	(D 10.95) 6.75
Archon Collection	(D 11.50) 6.95
A.T Fighter	(D 10.95) 6.75
Andy Capp	(D 9.95) 6.75
Apollo 18	(D 10.95) 6.95
Arkanoid II	(D 9.95) 6.95
720 Degrees	(D 10.95) 6.75
Airborne Ranger	(D 14.95) 10.95
Art. World Games	(D 10.95) 6.75
Bedlam	(D 9.50) 6.75
Bards Tale II	DISK ONLY 12.95
Bangkok Knights	(D 10.95) 6.50
Bad Cat	(D 9.50) 6.75
Best Elite 1 + 2	(D 12.95) 10.95
Black Lamp	(D 9.95) 6.50
Blood Valley	(D 10.95) 6.75
Buggy Boy	(D 10.95) 6.75
Card Sharks	(D 10.95) 6.95
Championship Sprint	(D 10.95) 6.75
Chernobyl	(D 10.95) 6.75
Combat School	(D 9.95) 6.50
California Games	(D 9.50) 6.75
Charlie Chaplin	(D 10.95) 6.75
Corporation	(D 10.95) 6.75
Crazy Cars	(D 10.95) 6.75
Cybernoid	(D 9.95) 6.50
C Yeagers Alt	(D 12.95) 6.75
Demon Stalker	(D 10.95) 6.95
Double, The	8.95
Driller	(D 12.95) 10.50
Druid II (Enlightenment)	(D 5.99) 3.99
Dan Dare II	(D 9.95) 6.25
Famous Courses II	(D 5.95) 3.99
Firezone	(D 12.95) 9.95
Ferrari Formula 1	DISK ONLY 12.95
Football Manager II	(D 9.95) 6.50
Fire Fly	(D 9.95) 6.50
Frightmare	(D 10.95) 6.75
G Lineker Soccer	(D 10.95) 6.75
Game Set & Match	(D 13.50) 8.95
Gauntlet II	(D 10.95) 4.99
Gryzor	(D 9.95) 6.75
Garfields... Deal	(D 10.95) 6.75
Gunslinger	(D 10.95) 6.75
Gunsmoke	(D 10.95) 6.75
G Lineker S Skills	(D 10.95) 6.75
Hewson 4 S. Hits	(D 10.95) 6.75
Ikari Warriors	(D 10.95) 6.75
IO	(D 10.95) 6.50
Instant Music	(D 10.95) 6.95
Impos. Mission	(D 10.95) 6.75
Int. Karate + (IK +)	(D 10.95) 6.95
Kannov	(D 10.95) 6.75
Jinks	(D 9.50) 6.75
Jinxter	DISK ONLY 14.95
Laser Tag	(D 10.95) 6.75
Last Ninja	(D 10.95) 6.75
Magnetron	(D 9.95) 6.50
Marauder	(D 9.95) 6.50
Matchday II	(D 9.95) 6.50

COMMODORE 64	OUR PRICE
Famous Courses	(D 5.95) 3.95
Live Ammo	(D 10.95) 6.75
Magnificent 7	(D 12.50) 6.50
Maniac Mansion	(D 10.95) 6.75
Mickey Mouse	(D 10.95) 6.75
Morpheus	(D 12.95) 10.95
Nebulus	(D 9.95) 6.50
N. Mansell GP	(D 9.95) 6.75
North Star	(D 10.95) 6.75
19 (Boot Camp)	(D 10.95) 6.75
Octapolis	(D 10.95) 6.75
Outrun	(D 9.50) 6.75
Pac Land	(D 10.95) 6.75
PHM Pegasus	(D 10.95) 6.75
Platoon	(D 10.95) 6.75
Predator	(D 14.95) 10.75
Power at Sea	(D 10.95) 6.95
Pat'n Pommel	DISK ONLY 10.95
Rampage	(D 10.95) 6.75
Rastan	(D 9.95) 6.50
Red October	(D 14.95) 10.50
Rim Runner	(D 10.95) 6.75
Road Warrior	(D 10.95) 6.95
Road Wars	(D 10.95) 6.75
Roadstar XRI	(D 9.95) 6.50
Rolling Thunder	(D 10.95) 6.75
Roy of the Rovers	(D 10.95) 6.75
Scrabble De Luxe	(D 11.95) 9.50
Scruples	(D 10.95) 9.95
Shackled	(D 10.95) 6.75
Shoot Em up Ck	(D 14.95) 10.50
Side Arms	(D 9.95) 6.75
Skate or Die	(D 10.95) 6.75
Solid Gold	(D 10.95) 6.75
Star Wars	(D 10.95) 6.75
Street Basketball	(D 10.95) 6.75
Super Hang On	(D 10.95) 6.75
Skyfox II	(D 10.95) 6.95
Strike Fleet	DISK ONLY 10.95
Target Renegade	(D 9.95) 6.50
Task III	(D 10.95) 6.75
Thundercats	(D 10.95) 6.50
Test Drive	(D 10.95) 6.95
Ten Gt Games II	(D 10.95) 6.75
The Train	(D 10.95) 6.95
Tom & Jerry	(D 10.95) 6.75
Top Ten Coll.	(D 10.95) 6.95
Trax	(D 10.95) 6.75
Trio	(D 10.95) 6.75
Victory Road	(D 9.95) 6.25
Venom Strikes Back	(D 10.95) 6.75
WC Leaderboard	(D 10.95) 5.95
Wizard Warz	(D 9.95) 6.75

Amiga Software 100's phone/write

AMSTRAD	OUR PRICE
Art. World Games	(D 10.95) 6.95
(Apache) Gunship	(D 10.95) 6.95
Arkanoid II	(D 10.95) 6.40
720°	(D 10.95) 6.95
Bad Cat	(D 10.95) 6.95
Bedlam	(D 10.95) 6.95
Best Elite 1 + 2	(D 13.95) 10.95
Blood Valley	(D 10.95) 6.50
Buggy Boy	(D 9.95) 6.50
California Games	(D 9.95) 6.50
Championship Sprint	(D 10.95) 6.95
Combat School	(D 10.95) 6.50
Cybernoid	(D 10.95) 6.50
Dan Dare II	(D 10.95) 5.40
Dark Sceptre	(D 10.95) 6.50
Famous Courses	(D 7.50) 3.99
Firezone	(D 13.95) 9.40
Flying Shark	(D 10.95) 6.50
Fitbal Manager II	(D 10.95) 6.99
Garfield's... Deal	(D 10.95) 6.50
Gauntlet II	(D 9.95) 4.99
G Lineker Soccer	(D 10.95) 6.99
G Lineker S Skills	(D 10.95) 6.95
Game Set & Match	(D 13.50) 8.99
Gryzor	(D 10.95) 6.50
Gunsmoke	(D 10.95) 6.95
Hewson 4 S Hits	(D 10.95) 6.99
Impos Mission II	(D 10.95) 6.99
Int Karate + (K +)	(D 10.95) 6.99
Jinks	(D 10.95) 6.99
Jinxter	DISK ONLY 14.95
Kannov	(D 10.95) 6.99
Laser Tag	(D 10.95) 6.99
Magnificent 7	(D 12.50) 6.50
Matchday II	(D 10.95) 6.50
N. Mansell G.P.	(D 10.95) 6.50
Norm Star	(D 10.95) 6.99
Outrun	(D 10.95) 6.99
Pac Land	6.50
Pirates	DISK ONLY 14.95
Platoon	(D 10.95) 6.99
Predator	(D 10.95) 6.99
Rampage	(D 10.95) 6.99
Rastan	(D 10.95) 6.50
Red October	(D 14.95) 10.95
Rim Runner	(D 10.95) 6.99
Road Wars	(D 10.95) 6.99
Rolling Thunder	(D 10.95) 6.99
Roy of the Rovers	(D 10.95) 6.99
Saipans	(D 10.95) 6.99
Side Arms	(D 10.95) 6.99
Solid Gold	(D 14.95) 6.99
Star Wars	(D 10.95) 6.99
Super Hang On	(D 10.95) 6.99
Target Renegade	(D 10.95) 6.50
Ten Gt Games II	(D 10.95) 6.99
Thundercats	(D 10.95) 6.50
Top Ten Coll.	(D 10.95) 6.99
Victory Road	(D 10.95) 6.50

ATARI ST	OUR PRICE
(Apache) GUNSHIP +	17.99
Bad Cat	13.99
Battleships	10.99
Black Lamp	13.99
Captain Blood	16.99
Carrier Command	16.99
Crash Garrett	16.99
Crazy Cars	13.99
Football Manager II	13.99
Frank Bruno	13.99
Gauntlet II	16.99
Genetics	13.99
Hot Ball	16.99
Ikari Warriors	13.99
Jinxter	16.99
Kennedy Approach	16.99
Legend of the Sword	16.99
L Enfield Space Ace	13.99
Mach 3	13.99
North Star	13.99
Obliterator	16.99
Outrun	13.99
Platoon	13.99
Police Quest II	13.99
Powerplay	13.99
Rampage	10.99
Red October	16.99
Rim Runner	10.99
Road Wars	13.99
Rocket Ranger	21.99
Sapiens	13.99
Scruples	13.99
Skeffight	13.99
Space Quest II	13.99
Star Trek (Both OS's)	13.99
Star Wars	13.99
Test Drive	20.99
Tetris	13.99
Thunderchopper	13.99
Universal Military Sim	16.99
Wizball	13.99
Xenon	13.99

HARDWARE, ADD-ONS, BLANKS
ALL PRICES INCLUDE VAT & POSTAGE
Overseas £1 Securicor add £5

10x3½" disks	14.50
10x3" disks (Amst/Spec)	24.95
10x4½" disks	3.95
10xc 15 cassettes	3.99
Cruiser Joystick	8.95
Euromax Professional	14.95
Euromax Joyball	12.95
Euromax Wiz Card	3.95
Expert Cartridge + ESM	27.50
Quickshot II Turbo	12.50
Cheetah 125 +	6.95
Cheetah Mach 1 +	12.50
Konix S.King Autofire	11.95

ORDERS ARE NORMALLY SENT WITHIN 1-3 DAYS

FOR SPEED USE ACCESS/VISA OR SEND PAYMENT 1ST CLASS

Freepost Is For Orders ONLY!
Forthcoming Releases Sent on Release Day
SAE for Software/Hardware List

UNLISTED PRODUCT

NEW/OLD SOFTWARE DEDUCT 20% From RRP
HARDWARE: DED 10%

EXMOUTH MICROS

ALL PRICES INCLUDE VAT AND DELIVERY

ATARI ST	RRP	OUR PRICE
Strike Force Harrier	24.95	18.75
Backlash	19.95	14.95
Silent Service	24.95	18.75
Jump Jet	14.95	10.95
Solomon's Key	19.95	14.95
Barbarian (Palace)	14.95	10.95
Mercenary	24.95	18.95
Wanderer	9.95	7.45
Hunt for Red October	24.95	18.75
Guild of Thieves	24.95	18.75
Bubble Ghost	19.95	14.95
3D Galaxy	19.95	14.95
Leaderboard	24.95	18.75
Spy vs Spy	24.95	18.75
Eagles Nest	19.95	14.95
Xevious	24.95	18.75
Jinxter	24.95	18.75

ATARI ST	RRP	OUR PRICE
Tonic Tile	19.95	14.95
Missing 1 Droid	9.95	7.45
Blue War	19.95	14.95
Hollywood Poker	14.99	10.95
Turbo ST	9.95	7.45
Goldrunner	24.95	18.75
Winter Games	24.95	18.75
Sidewalk	19.95	14.95
Terrorpods	24.99	18.75
Wyzball	19.95	14.95
Classic	19.95	14.95
Tai Pan	19.95	14.95
Passengers on the Wind	19.95	14.95
Formula 1	19.95	14.95
Super Sprint	14.99	10.95
Chamonix Challenge	19.95	14.95

This is a sample selection of ST Games. Games on Amstrad, Commodore, Spectrum, etc also available. Phone for details.

PANASONIC 1081 PRINTER AT £179.00 (INC. VAT)

"....PLUS.... PLUS.... PLUS Vandrad Fantasy and Wargames. RPGs rules, tools and much, much more. Please phone or send S.A.E. for current stocklist of games. Join our mailing list. State computer. DISCS, RIBBONS AND PAPER ALSO AVAILABLE. HOW TO ORDER. All prices. VAT delivery inclusive. Send cheque/PO or Visa details. Phone with Visa number. Government or PLC official orders welcome. All goods subject to availability. Open to callers 6 days. 9-6pm.

EXMOUTH MICROS "The cheapest in Devon"
The Computer Shop, 13 South Street, Exmouth, Devon EX8 2SX
Barclaycard hotline 0395 267734

SPECTRUM TAPE TO TAPE – TAPE UTILITY B

Yes TUb will back up most of your TAPE based software, including most of the recent jerky loaders and those programs with a counter – converts for reliable loading. Can measure speed of faster loaders, manages 100% accurately many blocks over 51k, etc etc. Unrivalled. **On tape at £7.50***

SPECTRUM TAPE TO DRIVE – TP5

A complete software package (includes TUb) to transfer hundreds of programs to your drive – manages some that hardware devices cannot reach! Jerky and counter loaders managed easily, but program not for the novice. **Only £12*** (+£1 on m/drive cart). INFORMATION BOOK covering over 400 transfers, including many top 20 hits **£2.50** extra with TP5.

M/DRIVE OWNERS – MICROMAGIC

The only complete package for m/drive owners, and it pays for itself! These are just some of its features: Format (up to approx 104k), Clone, sector editor, reconditions cartridges, repairs and gives condition of files, "boot" program, multiple ERASE, rename, true CAT. Copies tape to drive (unsecured), drive to drive, drive to tape. It has so many features and is unique. YOU MUST HAVE THIS PROGRAM IF YOU HAVE A M/DRIVE! **£13.99** on m/drive cartridge.

CODE COMPRESSOR, Z80 TOOLKIT

Code compressor – compresses machine code – many uses, but ideal with hardware devices that don't compress code. Only **£4.50.**
Z80 Toolkit – A superb assembler (full screen editor), fast disassembler, single step to see how m/c works, loader, hex/dec toggle, tutorial – ideal for ALL particularly beginners – only **£7.99.**
*State TYPE of SPECTRUM + drive system when ordering e.g. PLUS 3 or 128k with Opus disc drive.
ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates – phone for prices of these). Add £1 Europe, £2 others. SAE FOR FULL DETAILS.
LERM, DEPT SU, 11 Beaconsfield Close, Whitley Bay, Tyne and Wear NE25 9UW. (091) 2533615

MEGASAVE FANTASTIC SAVINGS

Title	Spect	+3	Comm	Disc
Adv. Tactical Fighter	5.95	–	5.95	–
Apollo 18	–	–	6.95	10.95
After. World Games	4.95	–	6.45	9.95
Airborne Ranger	–	–	6.95	13.95
Apache Gunship	6.45	9.95	10.95	13.95
Arkanoid II	4.95	–	6.25	–
Blacklamp	4.95	–	6.45	9.95
Bad Cat	–	–	6.45	9.95
Bobsleigh	6.45	–	6.45	9.95
Bedlam 128K only	5.95	–	6.45	8.75
Buggy Boy	4.99	9.95	6.45	9.95
Boot Camp 19	5.95	–	6.45	9.95
BraveStarr	5.95	–	6.45	8.75
Border Zone	–	–	–	13.95
Champ. Sprint	6.465	–	6.45	9.95
Chuck Yeagers AFT	–	–	7.95	11.95
Chain Reaction	4.95	8.75	4.95	8.75
Carrier Command	10.95	–	–	–
Clever & Smart	4.95	9.95	6.45	9.95
Chernobyl	–	–	6.45	9.95
Combat School	4.95	9.95	5.95	8.75
California Games	6.45	9.95	6.45	9.95
Dan Dare II	4.95	9.95	6.45	9.95
Defender Of The Crown	–	–	9.95	10.95
Driller	9.95	13.95	9.95	13.95
Enduro Racer II	6.45	–	6.45	–
Frightmare	6.45	–	6.45	9.95
Football Manager II	6.45	–	6.45	9.95
Flying Shark	4.95	–	5.95	9.95
Firefly	4.95	9.95	5.95	9.95
Gunsmoke	5.95	–	6.45	9.95
G. Lineker Soccer	4.95	9.95	6.45	9.95
Game Set & Match	9.95	13.95	9.95	13.95
Garfield	5.95	–	5.95	–
Iron Horse	4.95	–	5.95	9.95
Imposs. Mission II	5.95	–	6.45	9.95
Inter Karate II	6.45	–	6.45	9.95
Impact	6.45	–	6.45	8.75
Jinxter	–	9.95	–	13.95
Kannov	6.45	–	6.45	–
Lazer Tag	5.95	–	6.45	9.95
Magnificent 7	6.95	–	6.45	13.95
MatchDay II	4.95	–	5.95	8.75
Magnetron	4.95	–	5.95	9.95
Morpheus	–	–	10.95	13.95
M.A.C.H	–	–	6.45	9.95
North Star	4.95	–	6.45	9.95
Out Run	5.95	–	6.45	9.95
Octapolis	–	–	6.45	8.95
PHM Pegasus	6.95	10.95	6.95	10.95
Predator	6.45	–	6.45	9.95
Power At Sea	–	–	6.45	10.95

Title	Spect	+3	Comm	Disc
Platoon	6.45	9.95	6.95	9.95
Road Wars	5.95	–	–	–
Rolling Thunder	5.95	–	6.45	8.75
Rov Of The Rovers	6.45	–	6.45	9.95
Rastan	4.95	9.95	5.95	9.95
Red October	10.95	–	10.95	13.95
Renegade	4.95	9.95	6.45	9.95
Rampage	6.45	9.95	6.45	9.95
Skate Or Die	–	–	6.45	10.95
Sorcerer Lord	9.95	–	9.95	13.95
SideArms	5.95	–	6.45	9.95
Stealth Fighter	–	–	10.95	13.95
Super Hang On	6.45	–	6.45	9.95
Star Wars	6.45	9.95	6.45	9.95
Shackled	5.95	–	–	–
Subbattle	–	–	6.45	9.95
Teladon	5.95	–	–	–
The Train	–	–	6.45	10.95
TestDrive	–	–	6.45	10.95
Top 10 Collection	6.95	9.95	6.95	9.95
Triaz	5.95	8.75	6.45	9.95
Time And Magic	10.95	–	10.95	13.95
Terramex	5.95	–	5.95	9.95
Topfuel Dragsters	–	–	6.45	9.95
The Double	7.95	–	7.95	–
Tetris	4.95	–	5.95	9.95
Thundercats	4.95	–	6.45	9.95
Ultima 1,3,4 or 5	–	–	–	14.95
Up Periscope	–	–	–	13.95
Venom Strike Back	4.95	–	6.45	9.95
Vampire's Empire	5.95	–	6.45	9.95
Victory Road	4.95	10.95	5.95	9.95
War South Pacific	–	–	–	16.50
10	–	–	6.45	9.95
4 Hits (Hewson)	5.95	9.95	6.45	9.95
4th & Inches	–	–	6.45	9.95

Amiga & Atari ST	Amiga	ST
Black Lamp	–	13.50
Bad Cat	16.50	13.50
Battle Ships	13.50	9.95
Carrier Command	16.50	16.50
Defender of the Crown	19.95	19.95
Hotball	16.50	16.50
Jinxter	16.50	16.50
King of Chicago	19.95	–
Pac - Land	13.50	13.50
Rolling Thunder	16.50	13.50
Terramex	13.50	13.50
Test Drive	17.95	17.95
Tetris	13.50	13.50
Un. Military Sim.	–	16.50
Xenon	13.50	13.50

Mail order only. Postage included UK. 70p EEC. £1.50 Overseas per item. Fast Service.
Send cheque/PO to: Megasave, Dept CVG, 49H Sutherland Street, Victoria, London SW1 V4JX

Send for free list of new releases. Amstrad, C16, MSX, Atari ST, Amiga, Commodore, Spectrum and +3 state which.

POWER PYRAMIDS

AVAILABLE ON SPECTRUM 48/128K and +2

£8.95

Delivery of the 4 pyramids is easy but activating them before you hand them over is a different story!

In this arcade adventure, guide your robotic spheroid around 128 screens of mind-bendingly convoluted landscape, avoiding the many hidden dangerous obstacles and activate all the power points in the pyramids.

QUICKSILVA

A DIVISION OF GRANDSLAM ENTERTAINMENTS LTD.
12-18 PAUL STREET, LONDON. EC2A 4JS.

C+VG REVIEWS 13

TROLL

► MACHINE: CBM 64.
► SUPPLIER: OUTLAW.
► PRICE: £9.95 (cass)/£12.99 (disc).
► REVIEWER: PAUL BOUGHTON.

There are very few times when you come across a game which fails to fit at least partially into the well-established categories of computer games. But such a game is *Troll*, the second release from Palace offshoot, Outlaw, the people who produced the highly-acclaimed *Shoot 'Em Up Construction Kit*.

It has elements of arcade adventure, strategy, a maze game and collecting items. And yet none of these is the dominant feature. They all mesh together to produce something unique.

The *Troll* of the game title is Humgruffin who has stumbled into the netherworld of Narc, a land of crystal caverns and populated by malevolent goblins. He can only return to his own world by finding the crystal key in each level and returning it to its place in the magic amulet.

The screen has two playing areas, top and bottom. They are almost but not quite mirror images of each other. Gruff can move between them by finding what appear to be pointed pyramids which catapult him back and forth. He needs to do this because the hidden crystals can be hidden anywhere.

Now this becomes more

▲ *The Troll explores the upside down world.*

▲ *Troll is now carrying blue holes.*

FRIGHTMARE

▲ *Bad Dream – start of Frightmare.*

▲ *Bad Vision – which weapon to use.*

► MACHINES: SPECTRUM/CBM 64/AMSTRAD/IBM.
► SUPPLIER: CASCADE.
► PRICE: £9.95/£14.95. (SPECTRUM/AMSTRAD/CBM 640/£19.95).
► VERSION TESTED: CBM 64.
► REVIEWER: PAUL BOUGHTON.

They're ghosts in the machine, a malevolent maelstrom of menacing spirits and ghouls. The creatures of the night are running rampant. And like a bad dream there's no escape, only the hope that you'll wake up and survive. But don't count on it.

Welcome to Cascade's *Frightmare*, the only game that invites you to say a prayer before playing: "Now I lay me down to sleep. I pray the Lord my soul to keep. If I should die before I wake, I pray the Lord my soul to take."

Up until now Cascade has built its reputation – and probably fortune – on *Ace I* and *II*, the excellent flight simulations. Their other releases have failed to match this standard. But now comes *Frightmare*, a tasty little game, with quality touches, superbly creepy music and wonderful graphics touches.

Okay, it's basically a platform and ladders game, a format used on computer games for what seems eons. But this game proves there's still a bit or originality and style to be squeezed out.

There are basically two objectives to *Frightmare*. Firstly to wake up. You do this by moving the time, displayed on the screen, from midnight to 8.12 am. Each "dream" you manage to visit will advance the time by six minutes. Secondly you have to raise your "dream state" from the lowly Bad Dream up to Nefarious Nightmare.

These dream states are shown by two words – an adjective and noun. For instance, Cruel Illusion. There are 15 adjectives, beginning from the rather mild and innocent Bad to the frightening Nefarious. Scoring points changes the colour of the letters in the adjective and noun. When all the letters have changed colour, the adjective changes. When all 15 adjectives

complicated to explain. As Gruff moves around the playing areas he encounters the goblins. These do not kill him but they do build walls which can restrict his movements. Indeed it is very easy to become trapped.

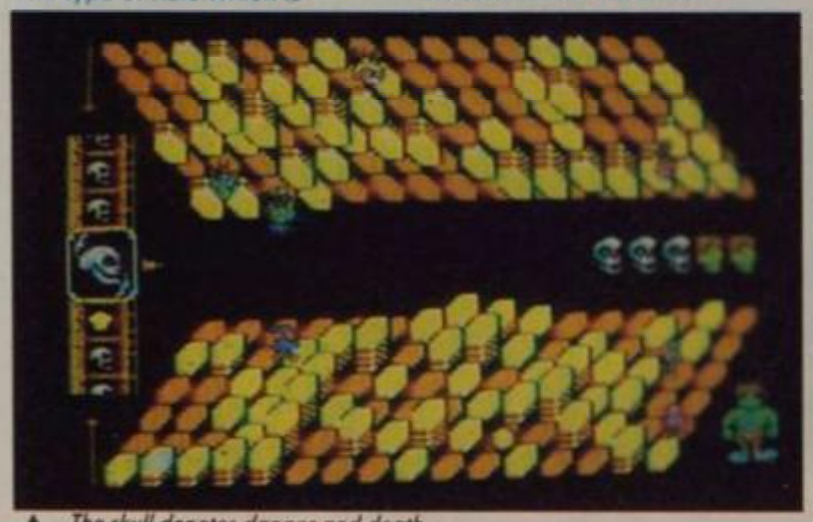
And now we come to the subject of holes. Gruff can move from level to level by producing a hole from his pocket, throwing it on the ground and jumping through it.

But not all holes are friendly holes. Some will cause death. The type of hole which is available is dictated by the fruit machine style wheel at the left-hand side of the screen.

Occasionally toadstools sprout from the playing surface. If Gruff can jump up and down on this it will summon Fjalar the dwarf. He climbs down a rope onto the wheel and moves it round a little. That means the type of hole is constantly changing. Confused? Of course you are. And just to add to that confusion it's time to mention the roving death hole. This moves around the screen providing a mobile trap for Gruff. Sometimes it's hard to see because it may be hidden behind the wall built by the goblins. Indeed that is often the case for the many objects to be found.

Troll is certainly a brave try at a different sort of game. I'm not sure if it's not a little too clever and playability may have been sacrificed. This is definitely a game you should try and play before buying.

- ► GRAPHICS 8
- ► SOUND 8
- ► VALUE 7
- ► PLAYABILITY 7



▲ *The skull denotes danger and death.*

▲ *The goblins build the walls higher.*

▲ *Shadowy Dream – trapped by a spirit.*

▲ *Bad Dream – the gun is the first weapon to find.*

have been used, it's then on to the next dream state.

The game is packed with creatures, ghouls, spirits, zombies, werewolves and the like. There are also, as you would expects weapons and useful items to collect.

Other "surprises" include an embalmed Egyptian Pharoah set on killing all that lies between him and the experience of death that has so far eluded him; Wolf-Men who have been condemned to eternity; Swamp Monsters that are seeking their next meal; Transylvanian family who have evaded death and rise from the earth as Zombies.

Weapons available include: Holy Water that will exterminate skulls, Medusa, Bats and a watch that slows down all monsters. This can only be used once, so choose the moment carefully. There is also a Crucifix that enables you to freeze Zombies, Serpents, Willo' The Wisps and a Revolver and bullets which are collected separately. Up to 20 bullets can be held at one time which can be used to kill numerous monsters but some will only die after several hits; Silver Revolver and Bullets – there's only one of these and it can be used to kill additional monsters such as Zombies and Werewolves.

C+VG HIT!

The collected weapons are displayed at the bottom of the screen. You can select individual weapons with the joystick. Whatever weapon is in the right hand position will be the one used.

Other things to be found around the game are wings, which increase the size of your jumps, rings for extra lives – up to five may be carried at one time –, chalice, to increase dream state rating, and transporter, whic allows you to move from screen to screen.

Special mention must be made of the music by The Judges, a Dutch band. It's excellent. Just right to send chills up your spin.

Oh, by the way, make sure you get May's *C+VG* for our special *Frightmare* Freebie giveaway.

Frightmare is definitely a step in the right direction for Cascade. But remember, sweet dreams are not made out of this . . .

- ► GRAPHICS 9
- ► SOUND 9
- ► VALUE 8
- ► PLAYABILITY 8

21st CENTURY WARRIOR APACHE

GUNSHIP

FREE!

GUNSHIP FLYING LESSONS WITH MAJOR "WILD" BILL STEALEY!

Major Wild Bill Stealey, Microprose founder and President, ex-USAF Fighter Pilot Ace, Strategic adviser to the U.S. Military at the Pentagon, says:

"I'm gonna teach you how to fly like a real AH-64 Apache Gunship Pilot! And, because everyone's a winner with Major Bill, there's a prize for you with your flying lesson – you could even come flying with me in my own fighter-trainer airplane, Ms Microprose – in America!"

NOW AVAILABLE ON ATARI ST

And, as if that wan't enough, there's a prize for every "Graduate" of Major Bill's Flying Academy! On each tape Major Bill awards a gift, which, for one lucky winner, is a free trip to MicroProse Software's American Headquarters, for a flight in Ms. MicroProse, Major Bill's F28 Trojan Fighter-Trainer aircraft – with Major Bill at the joystick!
For more Information Please write to the address below.

FREE!

INSIDE EVERY C64 GUNSHIP BOX!*

Every C64 Gunship box (disk and cassette) bearing a "Learn To Fly with 'Wild' Bill" sticker contains a special flying lesson, recorded by Major "Wild" Bill Stealey onto audio cassette. This easy to follow play-as-you-listen flying lesson enables trainee C64 Gunship Simulation Pilots to acquire basic helicopter flight, navigation and combat skills in double-quick time, over just one of the many realistic scenarios contained in C64 Gunship.

* Carrying Special Offer Sticker

WIN

A free trip to MicroProse Software's American Headquarters, for a flight in Ms. MicroProse, Major Bill's F28 Trojan Fighter-Trainer aircraft – with Major Bill at the joystick!

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

GUADALCANAL

► MACHINE: CBM 64 SPECTRUM AMSTRAD CPC.
► SUPPLIER: ACTIVISION.
► PRICE: £9.99 (£14.99) DISK.
► VERSION TESTED: CBM 64.
► REVIEWER: STEVE BADSEY.

For the United States in World Ward Two capturing an island from the Japanese was not simply a case of landing troops and letting them fight. They had to be supplied, reinforced, kept free from disease, and given air cover. All this depended on keeping a sea route to the island open. Winning at Guadalcanal, captured between August 1942 and January 1943, was a matter of balancing land, air and sea forces.

Guadalcanal provides exactly this challenge in a one-player game, with the player taking either side against the computer, moving between a main map to direct ships and aircraft and a battle map of Guadalcanal.

The game is icon-driven and works in continuous time (roughly one second equals one game minute) which can be speeded up to cope with the months that the campaign lasted.

At the start the Americans are in no condition to attack. They must protect their sea convoy with battleships and aircraft carriers, building up troops and supplies on the island. If you leave behind the ammunition and the medicine your troops will be over-run or die of disease.

Meanwhile the Japanese, who had more battleships and carriers in the area, are trying to do the same thing, scouting to find the Americans. If either side loses it supply ships to enemy action it has lost the battle.

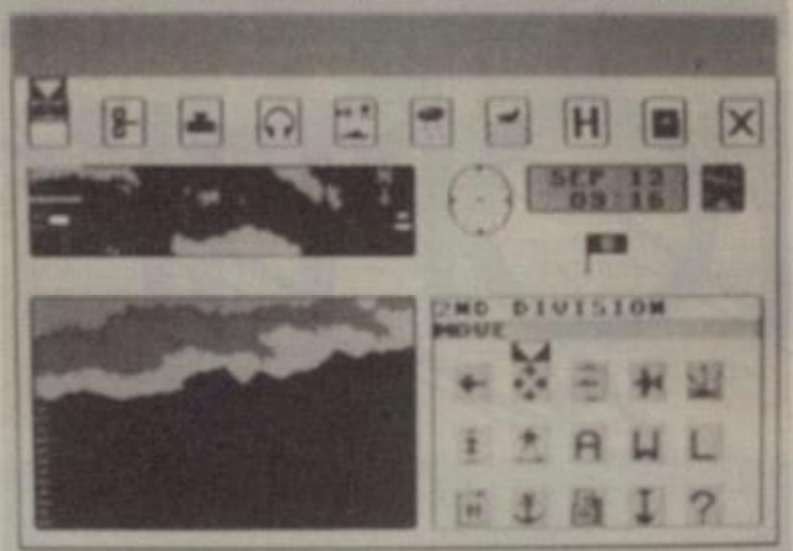
Trying to cover every aspect of a campaign – including even code breaking – like this is ambitious. One main drawback is that you can only give directional movement orders. While you are watching the land fighting your carriers may have run into an island.

The game can be paused, but the continuous times doesn't allow a lot of planning or thinking before you react.

Guadalcanal is a good and interesting wargame, that would have been even better with a two player option.

► GRAPHICS 7
► REALISM 7
► PLAYABILITY 7
► VALUE 8

▼ *Guadalcanal would have improved with a two player option.*



▼ *The game is icon-driven.*

POWER STRUGGLE

► MACHINE: CBM 64.
► SUPPLIER: PSS.
► PRICE: £4.99 (CASS) £9.99 (DISK)
► REVIEWER: STEVE BADSEY.

The real world of international politics and wars is so complex that it is almost impossible to represent on a computer. Very sensibly, the designers of *Power Struggle* have not tried. Instead, they have produced a very simple, very enjoyable game for one or two players in which you are invited to take over the world.

The game screen is a world map divided both into regions and smaller countries, each with its own military and industrial strength and political influence. The players control as a block either the "West" or the "East", trying to influence neutral countries to join their side. This influence can include neutral countries to join their side. This influence can include direct military action, or the transfer of military industrial power from a strong country to a weak one.

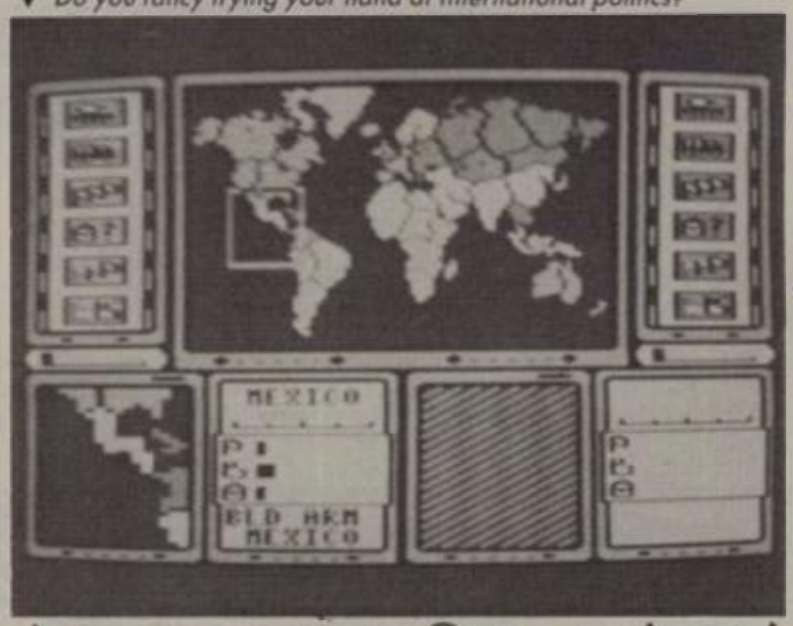
Some neutral countries start with a leaning towards one side or the other and are easy to win over. Once a country has been won over it cannot change to the other side except by being defeated in war and occupied. In the standard game the division of countries into West, East and neutral reflects the real world, but the players can also select a completely random opening. The game takes several hours to play through, and only ends when the map is completely green (West controls every country) or red (East has control).

The problem is they have to do so together at the same time, which sometimes degenerates into an exercise in joystick manipulation as players try to double-bluff on their orders. There is no hidden movement from the computer, which as an opponent unashamedly plans its moves according to what the player is doing, resulting too often in stalemate.

This is not a realistic game, nor one to be taken too seriously. But it is very playable, and especially good value.

► GRAPHICS 7
► REALISM 4
► PLAYABILITY 8
► VALUE 8

▼ *Do you fancy trying your hand at International politics?*



C+VG REVIEWS 16

CRAFTON II

► MACHINES: AMSTRAD CPC RANGE, ATARI ST
► SUPPLIER: INFOGRAMES
► VERSION TESTED: AMSTRAD DISK
► PRICE: £9.95 (Cass), £14.95 (Disk)
► REVIEWER: DAVID BISHOP

Crafton and Xunk was one of the first isometric games released for the Amstrad, back in the murky past of 1985. It was notable for its colourful rooms, crammed full of objects that could be pushed around, walked, and even bounced on – in the case of beds.

At the time, such graphical treats were fresh and new. Now however, budget priced isometrics with movable objects and the like are two-a-penny, so what's *Crafton II* got that justifies its £10 (£15 for disk) price tag, and is it worth the dosh?

The game is set on Kef, a planet inhabited by two races; the Stiffiens are an able and methodical race while the Swapis are a disorderly rabble whose favourite pastime is bartering with each other.

Recently a new religious sect, made up entirely of Stiffiens, has taken to holding secret meetings in a mysterious complex of catacombs and grottos, far beneath one of the planet's highest mountains. No 'outsider' has ever found the entrance to the catacombes, let alone succeeded in unravelling the secrets that lie beyond.

You have been summoned to the planet by the Swapis who want to know what makes this strange religious sect tick. But, in order to gain their confidence, the Swapis will ask you to perform various tasks. Once they think you're a regular guy, they'll show you the entrance to the when what you really want to be doing is sinking your teeth into a few meaty problems and puzzles.

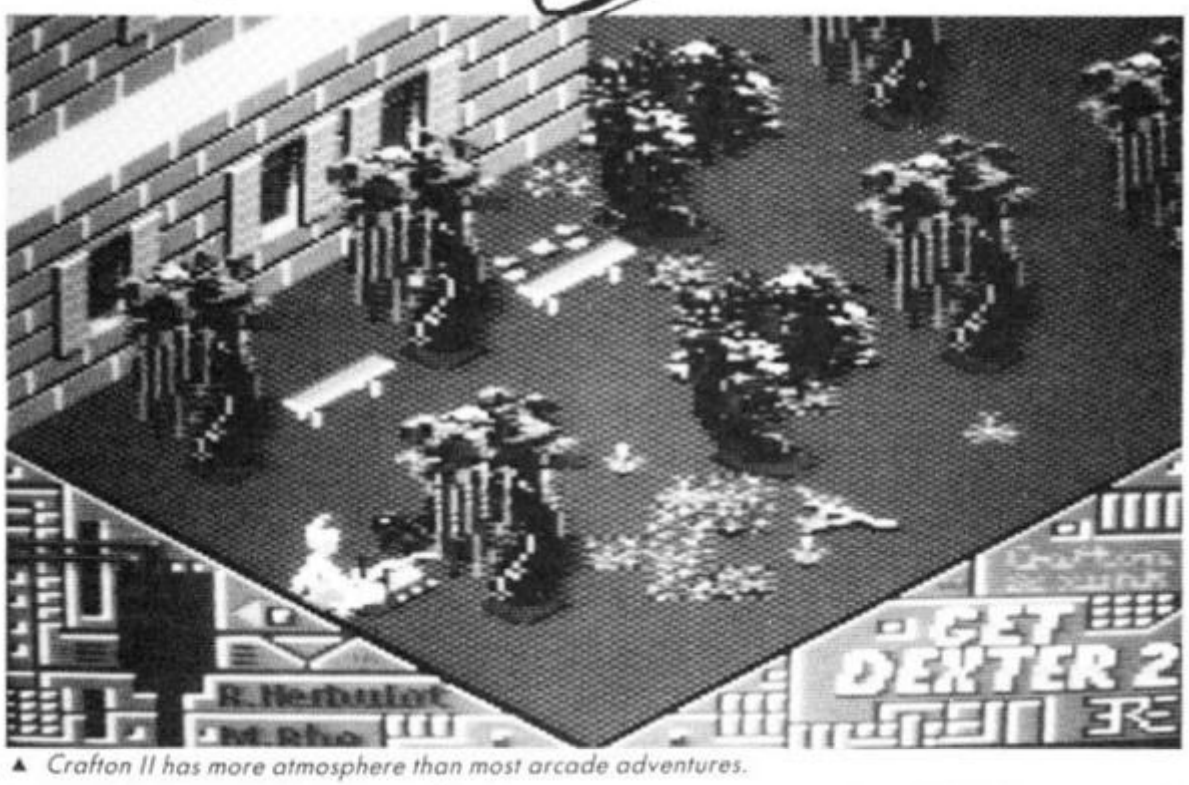
catacombes. Only then can the second part of the game begin.

The map in *Crafton II* is big, taking in houses, cottages, and even a temple frequented by hoards on monks. All these locations are linked together by numerous outdoor scenes with everything from hedges and walls to trees that drop oranges on your head if you bump into them.

The attention to detail, both inside and out, is impressive; almost anything you care to move can be pushed or pulled. Objects can be used, traded, and even thrown, in addition to the standard pick up and drop.

In fact, is anything, the game is too cluttered with objects, making it a daunting task working out what is useful and what is pure decoration. Because of this, you find yourself spending too much time experimenting with objects,

▲ *The graphic detail in the game is impressive.*



▲ *Crafton II has more atmosphere than most arcade adventures.*

Not that *Crafton II* doesn't have more than its fair share of problems, because it has more than most, giving it far more of an adventure flavour than many other so-called arcade adventures.

So, if you like your isometrics crammed full of opened tins, mouse traps, gift-wrapped parcels, and fleas nests, and all manner of weird and wonderful creatures (all beautifully designed and animated) then *Crafton* could be for you. personally I'll stick to *Head Over Heals*.

► GRAPHICS	9
► SOUND	7
► VALUE	7
► PLAYABILITY	7

FOOTBALL & CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

4 CLASSIC Strategy Games packed with GENUINE & REALISTIC Features

PREMIER II - CAN YOU HANDLE ALL OF THIS ? - Play all teams Home & Away · Unique & Comprehensive Transfer Market Feature · Full Team & Substitute Selection · In-Match Substitutions · Match Injuries · Team Morale · Transfer Demands · 7 Skill Levels · Manager's Salary · Continuing Sessions · Job Offers · Sackings · Save Game · + MUCH MORE !

EUROPEAN II - THE MOST COMPLETE EUROPEAN SIMULATION YOU CAN BUY ! · Home & Away Legs · Penalty Shoot-Out · 2 Substitutes Allowed · Away Goals Count Double · Full Team & Subs Selection · Extra Time · 7 Skill Levels · Disciplinary Table · Save Game · TEXT MATCH SIMULATION: Match Timer: Named & Recorded Goal Scorers, Corners, Free Kicks, Goal Times, Disallowed Goals, Sending Off, Injury Time, Penalties, Bookings · + MUCH MORE !

WORLD CHAMPIONS - A COMPLETE WORLD CUP SIMULATION · Select Friendlies · Squad of 25 Players · Qualifying Rounds · 2 In-Match Substitutes · Disciplinary Table · Select Tour Opponents · Save Game · 7 Skill Levels · Extra Time · Penalty Shoot-Out · TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties · + MUCH MUCH MORE !

CRICKET MASTER - A SUPERB SIMULATION OF ONE DAY CRICKET · Weather, Wicket & Outfield Conditions · Batting & Bowling Tactics · Team Selection · Fast, Spin & Medium Pace Bowlers · 4 Types of Batsmen · Select Field Layout · 3 Skill Levels · Wides · Byes · No Ball · Dropped Catches · Scoreboard · Batting & Bowling Analysis · Run Rate · Run Single Option · 3 Game Speeds · + MUCH MORE. Price includes a FREE pad of CRICKET MASTER Scoresheets

Software availability	Spectrum Any 48 / 128 Tape	Spectrum Any 48 / 128 Disc +3	Commodore 64 / 128 Tape	Commodore 64 / 128 5 1/4" Disc	Amstrad CPC Tape	Amstrad CPC 3" Disc
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	n.a.	n.a.
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
CRICKET MASTER	£7.95	£11.95	n.a.	n.a.	£8.95	£12.95

GREAT VALUE buy any 2 Games and deduct £2.00 from total · SUPERB VALUE buy 3 games and deduct £3.00 from total · FANTASTIC VALUE buy 4 games and deduct £5.00 from total All Games available by MAIL ORDER for IMMEDIATE despatch by 1st Class Post. Prices include P & P (add £1.00 outside UK) and include instructions. PLEASE STATE MACHINE AND TAPE or DISC.

Send to: E & J SOFTWARE, Room 5, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE

400/806 **LOOK** NOW

XL/XE ST

ATARI OWNERS

Are you having difficulty finding suitable software. If so, then look no further. We have available for both **hire** and **purchase** one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:—

CHARNWOOD PRODUCTS AND GAMES
30A Warwick Avenue, Quorn, Loughborough
Leicestershire LE12 8HD
Tel: 0509 412604

MAX SIZ

ATARI ST OWNERS

Why not complement the greatest home computer on the market by obtaining membership with the **MIDLAND GAMES LIBRARY**. ***The greatest, biggest and best Atari Club on the market.***

APPROX 900 ST TITLES
NOW IN STOCK

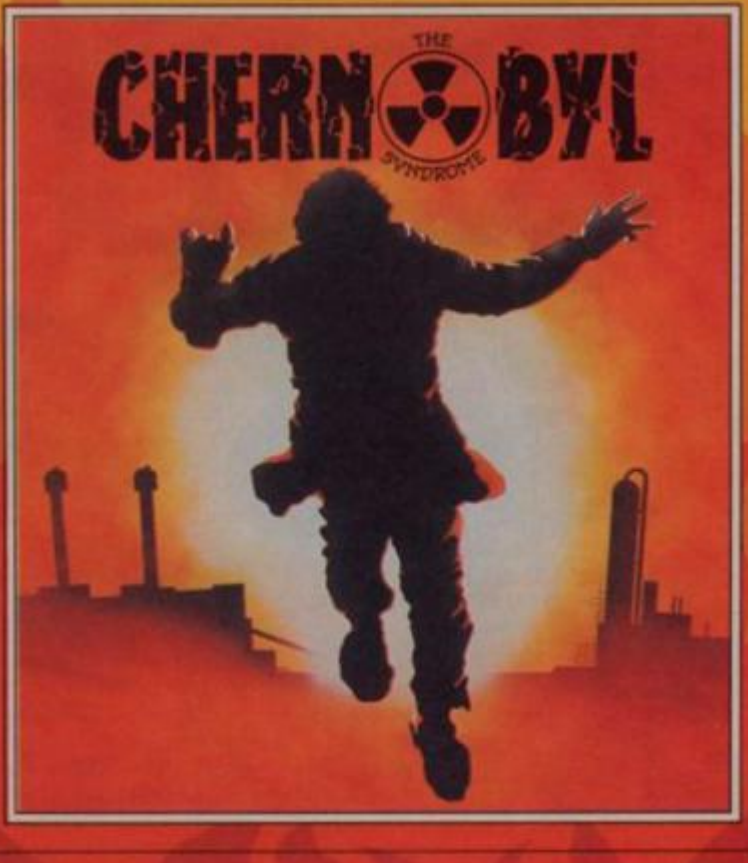
Games, Business, Education and utilities.
MIDLAND GAMES LIBRARY: The company who over 5 years ago first conceived the idea of a software library.
FOR SALE: HUGE STOCK CLEARANCE OF ATARI XL/XE CASSETTES. Hundreds to clear, all originals, please write in for list and prices. 250 XL cassettes for sale (originals) £150 the lot.
XL/XE discs (originals) 300 titles – £300 the lot!
Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.
Many very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.
A fast efficient and friendly service operating a computerised custom built system to keep track of all your records, requests are attended to immediately, virtually assuring you a 24 hour return of service, regular newsletters and program updates, plus other inter-club activities.
SEND LARGE S.A.E. TO:

MIDLAND GAMES LIBRARY
48 READWAY, BISHOPS CLEEVE, CHELTENHAM, GLOS.
Tel: 0242-67-4960 9.30-4.30

All our programs are originals with full documentation

EXPLOSIVE ACTION

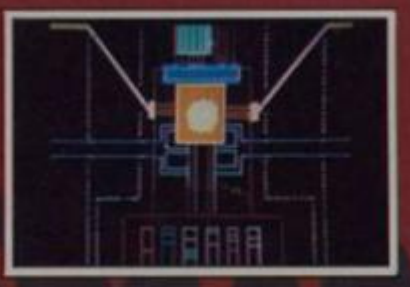
The reactor wants to live, its automatic defense mechanisms may not ... only you are the difference between continuing calm or almighty destruction.



From the creator of the superb 'Super Huey Helicopter Flight Simulator' series, Paul Norman, comes another amazing challenge to your powers of reason and reactive skills.

Finding yourself within the central computer of a nuclear power plant, things suddenly start going wrong and if you fail to act quickly and take the right precautions then danger will turn to crisis and the safety of millions of people and thousands of square miles is jeopardised.

A drama and challenge of chilling realism and awesome consequences.



U.S. GOLD

CBM 64/128
£9.99 CASSETTE
£11.99 DISK

COSMI

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

C+VG REVIEWS 17

▲ *Are you tough enough to be a Rolling Thunder agent?*

ROLLING THUNDER

► MACHINES: CBM 64/128/SPECTRUM/AMSTRAD/ATARI ST/AMIGA
► SUPPLIER: US GOLD
► PRICE: CBM (£9.99/£11.99), SPECTRUM (£8.99), AMSTRAD (£9.99/£14.99), ST (£19.99), AMIGA (£24.99)
► VERSION TESTED: AMSTRAD
► REVIEWER: MATT BIELBY

Deep, deep beneath a deserted warehouse an evil criminal mastermind holds a group of unfortunates hostage. His plan? To take over the world, of course, in the time honoured evil, criminal mastermind tradition.

You play a James Bond-type from the *Rolling Thunder* Undercover Cop Agency, going up against the wicked Geldra on his home turf, freeing the hostages and wasting the big cheese himself. Sounds easy? Well, I can assure you it's not!

As you move around the warehouse, searching for the secret door that leads deeper into the fortress, hooded bad guys leap out at you, blasting with pistols and throwing bombs from the overhead catwalk. They might just be cannon fodder, but they pack a punch, and there are enough of them around at even the early levels to make staying in one piece a real problem.

You can escape immediate danger by ducking into doorways, some of which contain new ammo for you to reload, or by jumping up onto the catwalk – press fire and up together –, but new hazards can lurk there as well.

As always, the further you get into the game, the hotter things get, with ceiling-mounted laser cannons opening up and various obstacles appearing underfoot, including stalagmites and lava pits. Things become pretty hairy pretty rapidly, especially as I found some of the techniques for jumping or ducking out of trouble hard to perfect on some joysticks.

It's certainly worth making the effort to get confident with this stuff early on, if you are to have a fighting chance on the upper levels.

All in all, *Rolling Thunder* is not a bad shoot-'em-up, but they do come better. It is certainly a tough game to come anywhere near finishing, in fact I sometimes got the impression it was perhaps too heavily weighted against the player (you have to go around the whole thing twice before you get a shot at Geldra) considering that the graphics aren't sufficiently inspiring to keep the interest for very long.

If you are in the market for this kind of scrolling, multiple platform shoot-'em up, it might be worth checking out the competition, such as Ocean's *Grysor*, before splashing out.

► GRAPHICS	6
► SOUND	5
► VALUE	6
► PLAYABILITY	7

▼ *What lurks behind the doors?*

▼ *The hooded bad guys are closing in.*

PBM AVALON

FREE

The chronicles of the *'Knights of the Avalon'*, is a new 100 player computer moderated Fantasy Play By Mail game from JADE Games. Startup is **FREE**, with further turns costing **80p** players outside of the UK £1.00. The game features, 1000s of player armies and fleets constantly involved in conquest, a playing area of 1,250,000 sq miles with over 100,000 locations. A highly developed class system of squires, knights, lords etc fighting to become emperor. An economic trade system with 1000 + trade items, merchant and political banks, stock markets and trade treaties. Religions based on a planet wide network of temples and monasteries. Players having the choice of accepting one of the twenty existing gods or creating their own god and religion. A hierarchy of gods capable of direct interaction with players. Alliances of trade, religion, politics and military might. **+ MUCH MUCH MORE,** games limited only by the players imagination.

For a **FREE** startup write to:
JADE Games, **FREEPOST,** Southsea,
Hants, PO4 0BR
(no stamp required)

NATIONAL COMPUTER LIBRARY

ENQUIRIES WELCOME ON PERIPHERALS AND HARDWARE SALES AT LOW COMPETITIVE PRICES

Hire Software Before You Buy It

ATARI ST TITLES NOW AVAILABLE

- NOW UNDER new management
- OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers, **ATARI ST,** and now **CBM AMIGA.**
- ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- HIRE PRICES from only £1.00 INC. P&P.
- 20% DISCOUNT off all purchase software.
- LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- FREE CATALOGUE.
- FAST RETURN OF POST SERVICE (if reserves are given).
- ALL GAMES manufactured ORIGINALS with full documentation.
- LARGE DISCOUNTS ON ALL PURCHASES for members.
- UP TO 65% OFF software, regular sales lists sent to all members.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with experienced staff who know what the word service means.
- NOW IBM SOFTWARE FOR SALE ONLY.

Send large S.A.E. now for free catalogue.

NATIONAL COMPUTER LIBRARY

1 Walkers Road, North Moons Moat, Redditch B98 9HE 0527 510072

CVG

NAME .....

ADDRESS .....

.....

.....

COMPUTER MODEL .....

FIERY ACTION

..... from this fast moving authentic drag racing simulation.

Jump to the smell of burning rubber as you "burn-in" your tyres. Recoil from the heat of your turbos as you gun your engine. Feel the snap of the G Force as you release your clutch.

This is the world of drag racing as recreated by Shirley Muldowney, 3 times world champion in Professional Top Fuel Dragsters. Tensely wait for the Christmas tree lights, then pop your throttle and power your way down the 440 yards in head-to-head challenge with Shirley in one of her best championship races.

But be careful. Don't red light, smoke your tyres or blow your engine ... there's a long season ahead.

U.S. GOLD

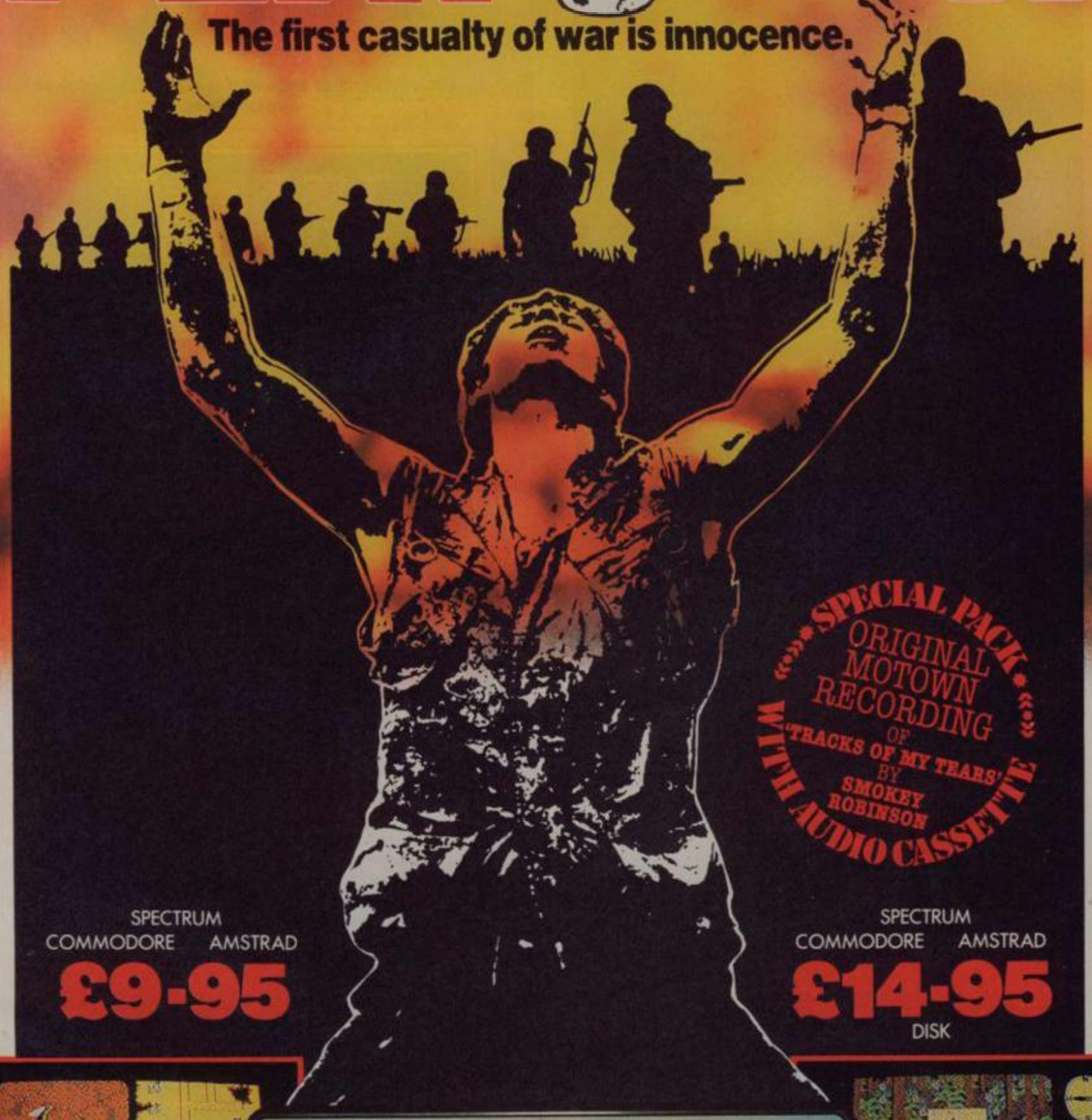
CBM 64/128
£9.99 CASSETTE
£11.99 DISK

COSMI

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

PLATOON

The first casualty of war is innocence.



SPECIAL PACK
ORIGINAL MOTOWN RECORDING OF "TRACKS OF MY TEARS" BY SMOKEY ROBINSON
WITH AUDIO CASSETTE

SPECTRUM
COMMODORE AMSTRAD
£9-95

SPECTRUM
COMMODORE AMSTRAD
£14-95
DISK

ocean

1986 Hemdale Film Corporation.
All Rights Reserved.

A computer product from Ocean. ®

Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

HOW DEBBIE MET A STRANGER!

'Desire' is like an intimate conversation on your PC screen! Just phone in and join in for hours of enjoyment. There's no enrolment fee — just one phone call via your modem puts you through to a new world of handy services and fun things to do. Take a look at the menu . . .

Charge Rate 38p inc. VAT peak & 25p inc. VAT per min. off peak. On line from mid-February.

CHATTER BOX The interactive message board. Say what you want to say — stir up a hornets' nest, start up a friendship! See the immediate response!

MAILBOX A handy way to leave messages with friends.

DESIRE CLASSIFIEDS The perfect place to sell your old computers, or find a top computer job!

GRAFFITI CORNER Whatever you want to say, here's where to say it!

DEBBIE DESIRE'S PROBLEM PAGE Personal, emotional or sexual problems answered.

DESIRE
LONDON E14 9TW **PHONE NOW** 0898 555 555

MAIL-SOFT

* * * * SIMPLY THE CHEAPEST MAIL ORDER COMPANY * * * *

SPECTRUM	Our Price
IKARI WARRIORS	6.50
OUT RUN	6.50
DRUID II	5.25
ALT WORLD GAMES	5.50
BUBBLE BOBBLE	5.25
SPY V SPY III	6.99
CONFLICT I	9.99
MASK II	4.99
COMBAT SCHOOL – D2	5.25
FLASH POINT	5.50
SUPER SPRINT	6.99
TANK	5.20
GRYZOR	5.20
RYGAR	6.40
DAN DARE II – D2	5.50
BLOOD VALLEY	5.20
ELITE	6.99
JUDGE DEATH	6.50
PLATOON – D2	6.99
BATTLE OF BRITAIN	4.99
GAME SET + MATCH	9.99
PEGASUS BRIDGE	9.99
LASER TAG	6.50
W C L BOARD – D1	6.50
BEDLAM – 128K	6.50
JACKEL	5.20
CHAMPIONSHIP SPRINT	6.99
BANKOK KNIGHTS	6.50
JINXTER + 3 DISC	10.99
ROY OF THE ROVERS	6.99
BRAVE STARR	6.99
RAMPARTS	6.50
BLACK LAMP	5.25
SEPTEMBER	6.99
BOBSLEIGH	6.50
LAST NINJA	6.99
ANIMATOR I	6.99
GUILD OF THIEVES + 3	10.99
FOOTBALL DIRECTOR	5.99
M.O.T. UNIVERSE	4.99
ARTIST II	10.95
ADV ART STUDIO	16.95
LIVE AMMO – D2	6.99
RENAGADE – D2	5.45
GUNSHIP – D2	6.99
SENTINAL – D1	6.50
GRAND PRIX – N. MANSELL	6.99
GNOME RANGER	6.99
THE PAWN – 128K	9.95
ARTIST II – 128K	13.95
5 STREET BASKETBALL	6.99
VAMPIRE EMPIRES – D1	6.50
CALIFORNIA GAMES – DI	6.50
SALAMANDER	5.25

SPECTRUM	Our Price
STAR WARS – D2	6.99
GAUNTLET II – D1	6.50
FLYING SHARK	5.25
SORCERON LORD	9.99
ACE II	6.99
IRON HORSE	5.25
LINEKAR FOOTBALL	5.25
ROLLING THUNDER	6.50
STAR RAIDERS – DISC	9.99
ARKANOID II	5.25
RASTAN	5.50
VICTORY ROAD	5.20
ADV T. FIGHTER – D2	6.99
RAMPAGE	5.99
720	5.99
BLITZ KRIEG	6.99
ANNALS OF ROME	9.99
BUGGIE BOY	5.25
SUPER HANG ON	6.99
NORTH STAR	5.50
THUNDER CATS	5.50
DRILLER – D3	9.99
BATTLEFIELD GERMANY	9.99
MAGNETRON	5.25
NEBULUS	5.40
SILENT SERVICE	6.99
VENOM	5.50
FIREFLY – D2	5.50
JACK NIPPER II	5.50
FOOTBALL MANAGER 2	6.99
IMPOSS MISSION 2	6.50
PREDATOR	6.99
DESERT RATS	6.99
JEWELS OF DARKNESS	9.95
SILICON DREAMS	9.95
DELUXE SCRABBLE DISC	12.95
STARGLIDER – D2	9.95
CHARLIE CHAPLIN	6.99
TRIVIAL PURSUIT	10.95
SOLID GOLD – D2	7.25

ACCESSORIES	
10 X 3" DISKS	24.99
DUAL PORT INTERFACE	12.95
KEMPSTON INTERFACE	7.95
PLUS 2 LEAD	3.99
MULTIFACE 128	39.99
MULTIFACE 3	39.99
MULTIFACE 3 + 1 P.	44.99
AMX MOUSE	59.95
MULTIPRINT	43.95
RAM MUSIC MACHINE	44.95
PLUS 2 DUST COVER	4.50

SEGA SYSTEM	Our Price
SEGA MASTER SYSTEM	89.99
LIGHT PHASER + CART	43.99
3 – D GLASSES	38.99
CONTROL STICK	13.99
KONIXS JOYSTICK	11.99
ALIEN SYNDROME	22.99
RESCUE + MISSION	17.99
TRANSBOT	13.99
SUPER TENNIS	13.99
AFTER BURNER	22.99
MISSILE DEFENCE 3 – D	22.99
SPACE HARRIER	22.99
OUTRUN	22.99
ROCKY	22.99
XAXXON 3 – D	22.99
CHOPLIFTER	17.99
FANTASY ZONE	17.99
BLACK BELT	17.99
ACTION FIGHTER	17.99
PRO WRESTLING	17.99
GREAT GOLF	17.99
WORLD SOCCER	17.99
THE NINJA	17.99
ALEX KIDD	17.99
ALEX KIDD II	22.99
WONDER BOY II	22.99
QUARTET	17.99
ZILLION II	17.99
ENDURO RACER	17.99
WORLD GRAND PRIX	17.99
SECRET COMMAND	17.99
ASTRO WARRIOR	17.99
SHOOTING GALLERY	17.99
GANGSTER TOWN	17.99
XAXXON – 3 – D	22.99
GLOBAL DEFENCE	17.99
FANTASY ZONE II	22.99
KUNG FU KID	17.99
GREAT GOLF	17.99
MAZE HUNT	22.99
CUBE ZONE	17.99

JOYSTICKS	
EUROMAX PROF PLUS	17.99
KONIXS + AUTOFIRE	10.99
COMP PRO 5000 – BLACK	13.99
COMP PRO 500 – CLEAR	14.99
COMP PRO 5000 – EXTRA	15.99
CHEETHAT 125 +	7.99
CHEETHAH MACH 1	13.99
KONIXS SPEEDKING	10.99
QUICK SHOT TURBO	13.99
QUICK SHOT II	7.99
CRUISER	8.99

COMMODORE 64	Our Price
IKARI WARRIORS – D2	6.99
OUT RUN – D2	6.50
BUBBLE BOBBLE – D1	6.40
MORPHEUS – D3	6.99
GAUNTLET 11 – D2	6.99
SORCERER LORD – D3	9.99
BLACK LAMP – D1	6.50
GUILD OF THIEVES – DK	12.99
ELITE 6 PACK 11 – D2	6.99
LIVE AMMO – D2	6.99
COMBAT SCHOOL – D1	6.50
SALAMANDER – D2	6.25
GRYZOR – D1	6.25
IMP MISSION 2 – D2	6.99
TANK – D1	6.50
I.O – D1	6.50
IRON HORSE – D2	6.50
LAST NINJA – D2	6.99
CALIFORNIA GAMES – D2	6.99
PLATOON – D2	6.99
PREDATOR – D2	6.99
VICTORY ROAD – D2	6.50
DEFER OF CROWN – D1	9.99
BEDLAM – D1	6.99
BANGKOK KNIGHTS – D2	6.99
RAMPAGE – D2	6.99
TERROMAX – D2	6.99
SUPER HANGON – D2	6.99
PEGASUS BRIDGE – D3	9.99
THUNDER CATS – D2	6.99
N. MANS – G. PRIX – D2	6.99
DRILLER – D4	9.99
STREET BASKETBALL – D2	6.99
AZIMUTH HEAD ALIGN	6.95
SILICON DREAM – D2	9.95
STREET BASEBALL – D2	6.99
ADV TACT FIGHTER – D2	6.99
SHOOT – EM KIT – D4	9.99
INT KARATE PLUS – D2	6.99
JACKAL – D2	6.50
CHAMP HP SPRINT – D2	5.99
STAR WARS – D2	6.99
MAGNETRON – D1	6.50
NEBULUS – D1	6.50
BOB SLEIGH – D2	6.99
ROY OF ROVERS – D2	6.99
IMPACT – D2	6.99
BANGKOK KNIGHTS – D2	6.99
PACS LAND – D2	6.99
RAMPARTS – D2	6.99
BRAVE STARR – D2	6.99
SLAINE – D2	6.99
GAME SET + MATCH – D4	9.95
BUGGY BOY – D2	6.99
JINXTER – DISC	14.95
FOOTBALL MAN 2 – D2	6.99

COMMODORE 64	Our Price
FLYING SHARK – D1	5.99
FLASHPOINT – D1	5.99
DRUID II – D1	6.50
ELITE – D3	9.95
STEALTH FIGHTER – D3	9.95
RIM RUNNER – D2	6.50
AIRBOURNE RANGER – D3	9.95
FIRE FLY – D2	6.50
TOP FUEL – D1	6.99
VAMPIRE EMPIRE – D2	6.99
FINAL FRONTIER – D4	9.95
FORTRESS AMERICA – D3	9.95
ARKANOID II – D2	6.50
ROLLING THUNDER – D1	6.99
ACTION REPLAY MK 4	28.99
FREEZE MACHINE	26.99
ACTION REPLAY PROF	33.99
EXPERT + ESM CART	27.99
C2N DATA RECORDER	27.95
NEOS MOUSE + CHEESE	28.95
RESET SWITCH	6.99
FINAL CARTRIDGE 3	37.99

AMIGA	
GAUNTLET	18.75
CALIFORNIA GAMES	18.75
CARRIER COMMAND	17.95
JINXTER	17.95
BACKLASH	13.95
PAWN	17.95
TIME + MAGIK	13.99
KNIGHT ORC	13.99
EGO	18.75
STAR GLIDER	17.95
GUILD OF THIEVES	17.95
*FOOTBALL MANAGER 2	13.99
10 X 3.5 DISKS	14.95
KING OF CHICARGO	21.99
HOT BALL	18.75
INTERCEPTOR	18.75
TESTDRIVE	18.75
XENON	13.99
MARAUNDER II	28.99
RED OCTOBER	18.75
BATTLESHIPS	18.75
BLACK SHADOW	13.99
FLIGHT SIM II	34.99
VAMPIRE EMPIRE	13.99
BAD CATS	18.75
BUBBLE BOBBLE	13.99
MERCENARY COMPDM	18.75
ROAD WARS	13.99
ROLLING THUNDER	18.75
GOLDEN PATH	13.99
BARBARIAN – PYGNOSIS	18.75
GARRISON	18.75
OBLI – TRATOR	18.75

AMSTRAD	Our Price
IKARI WARRIORS – D2	6.99
TERRAMAXS – D2	6.99
SALAMANDER – D2	6.50
VAMPIRE EMPIRE – D2	6.99
SEPTEMBER – D2	6.99
ARKNOID II – D2	6.50
OUTRUN – D2	6.99
IRON HORSE – D2	6.50
GET DEXTER II – D2	6.99
ROLLING THUNDER – D2	6.99
COMBAT SCHOOL – D2	6.50
BUBBLE BOBBLE – D2	6.50
PLATOON – D2	6.99
BEDLAM – D2	6.99
FLYING SHARK – D2	6.50
CHAMP SPRINT – D2	6.99
MATCHDAY II – D2	6.50
ADV TACT FIGHTER – D2	6.99
BOBSLEIGH – D2	6.99
GUILD OF THIEVES – DISK	13.99
OCP ART STUDIO – DISK	12.99
KNIGHT ORC – D3	9.99
PREDATOR – D2	6.99
IMPE MISSION 2 – D2	6.99
FOOTBALL MGER 2 – D2	6.99
BADCATS – D2	6.99
ADV ART STUDIO – DISK	17.95
TEN BLANK DISKS	24.99
MULTI FACE II	39.99
DRILLER – D3	9.99
ROY OF ROVERS – D2	6.99

ATARI ST	
IMP MISSION 2	13.99
RED OCTOBER	18.75
BACKLASH	13.99
DARK CASTLE	18.75
ULTIMA 4	18.75
RENAGADE	12.99
ROADWARS	13.99
GAUNTLET II	12.99
IKARI WARRIORS	11.99
BLACK LAMP	13.99
STARGLIDER	17.50
PROCOPY	33.99
KNIGHT ORC	12.99
ADV ART STUDIO	17.50
FLYING SHARK	12.99
JINXTER	17.50
CARRIER COMMAND	17.95
PREDATOR	13.99
GUILD OF THIEVES	17.50
GUNSHIP	18.75
STAR TREK	12.99
U M S	17.50
BUBBLE BOBBLE	12.99
JISTICK EXT LEAD	5.99

AVAILABLE ON DISK FORMAT - D1 = £9.99. D2 = £10.99. D3 = £12.99. D4 = £13.99

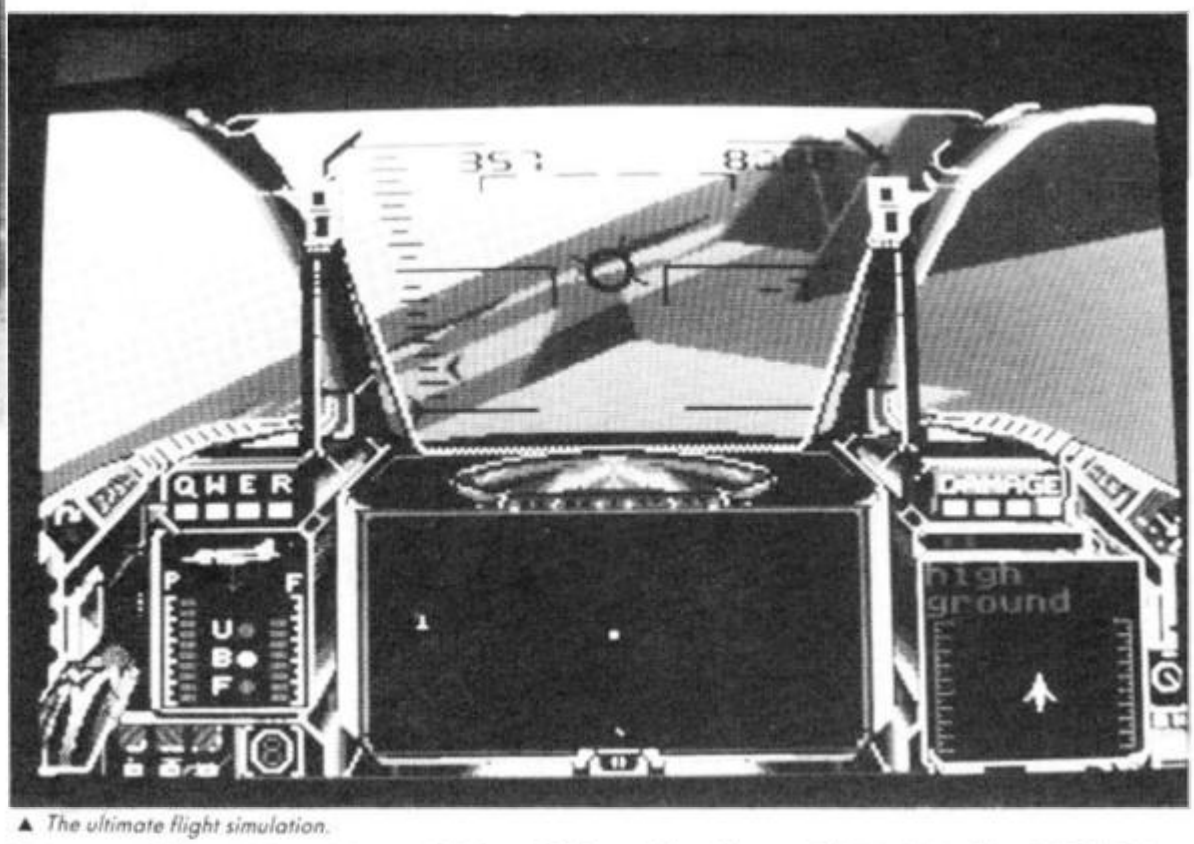
PRICES INCLUDE P + P IN U.K. EUROPE ADD £1 PER TAPE, ELSEWHERE ADD £1.50. ADD £5 FOR P + P FOR MACHINES (U.K. ONLY).
CHQ/P.O. PAYABLE TO MAILSOFT (CVG) P.O. BOX 589, LONDON N15 6JJ.
ACCESS AND VISA ORDERS WELCOME. PLEASE SPECIFY COMPUTER TYPE IN YOUR ORDER. PLEASE NOTE: *DENOTES NEW RELEASES WHICH WILL BE SENT TO YOU AS SOON AS THEY ARE RELEASED BY THE SOFTWARE HOUSES CONCERNED.

PRICE MATCHING
IF YOU SEE ANY SOFTWARE YOU WANT ADVERTISED CHEAPER THAN OUR PRICE IN THIS MAGAZINE, JUST ENCLOSE THE LOWER AMOUNT TO US AND TELL US WHICH COMPANY IT IS AND WE WILL MATCH THE PRICE – THIS ONLY APPLIES TO CURRENT TITLES AND NOT TO OTHER COMPANIES SPECIAL OFFERS. IF YOU DO NOT SEE THE TAPE YOU WANT SIMPLY DEDUCT 30% OFF THEIR R.R.P. AND WE WILL SEND IT TO YOU. (EXCEPT BUDGET, SEGA, NINTENDO, 2600 SOFTWARE).

C+VG

18

► MACHINES: AMIGA, CBM 64, ST, SPECTRUM.
► SUPPLIER: MIRRORSOFT.
► PRICE: £24.95.
► REVIEWER: EUGENE LACEY.



▲ *The ultimate flight simulation.*

STRIKE FORCE HARRIER

When Concorde pilot Captain John Hutchinson reviewed *Strike Force Harrier*, on the Commodore 64 he had a word with a chum in the RAF and "took one up" to test the simulation for authenticity.

One wonders what this bells and whistles and Amiga version would tempt him to do – perhaps a head to head with a Mig – who knows? One thing is clear though this is about as near as mere mortals like you and I are going to get to going head against a Mig in the fabulous jump jet.

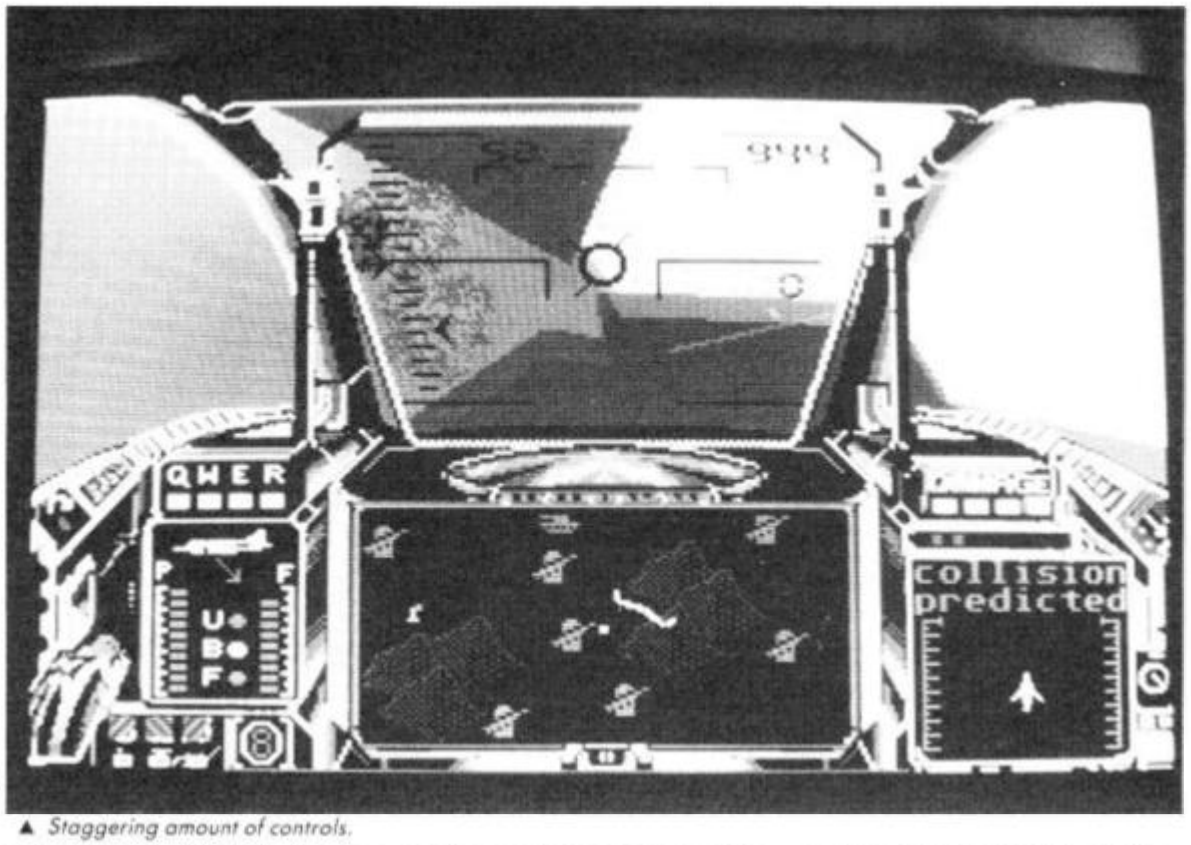
The number of controls and information panels on offer are staggering – offering a truly sophicticated and absorbing simulation – though not a "pure" one as there are a few ficticious extra facilities thrown in for good measure.

Once you have mastered the basics of flight you can accept a mission. The objective here is to destroy the enemy HQ – 125 miles NNE of your position as shown on your ground map.

Before letting the enemy HQ taste your missiles you have to eliminate the ground tanks that are threatening your ground installations.

Once you are in the skies you can rely on the planes highly computerised controls to get you through your mission. Your trustiest aly is your FOFTRAC – a ficticious instrument that real life Harrier pilots would love to have on board. It stands for Friend or Foe Tracking Radar. It appears just below the cockpit and shows you a combined map and updating target display of your area of operation.

To supplement FOFTRAC you also have the AAR – which stands for Air Attack Radar and shows you in detail what is also occupying your airspace.



▲ *Staggering amount of controls.*

Excellent Amiga sound effects help you here like when the plane stalls – there is a change of noise and the nose drops.

The 'Vector thrust' which is what enables the jet to perform its characteristic vertical lift off is produced by turning the engine nozzles through 90° forcing it into the air. The simulation simplifies things slightly – in as much as you have only three angles – horizontal, 45° and vertical.

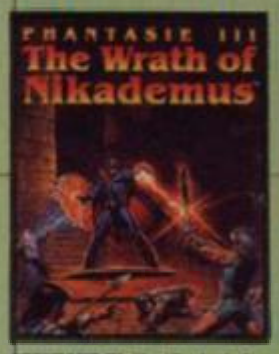
I know of at least four new flight sim – type games currently under development for the Amiga. Mirrorsoft's *Strike Force Harrier* will be the one that wins the race to the software shelves – it may well prove to be the most entertaining as well with its neat mix of pure sim and arcade game play.

► GRAPHICS	7
► SOUND	7
► VALUE	6
► PLAYABILITY	6

SSI STANDS OUT FROM THE CROWD

For the player who's tried everything but demands something more – action, excitement, strategy and mind blowing simulation – there's a brand of computer entertainment that stands out from the rest.
Why accept the bland and the dull when role playing fantasies and all action simulation provide a unique inspiration and challenge?
Why accept second best when SSI offer quality and entertainment unrivalled in its field?

SSI

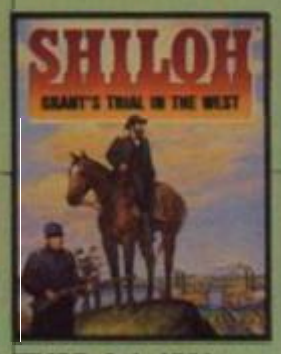


PHANTASIE III: The Wrath of of Nikademus™ is more than a sequel. It is the final confrontation between your band of six adventurers and the Dark Lord Nikademus and his army of vile beasts and creatures!

CBM 64/128	Disk £19.99
ATARI ST	Disk £24.99
AMIGA	Disk £24.99
APPLE	Disk £19.99

ROAD WAR EUROPA – not your average tour of Europe. As the leader of a large road gang your mission is to save Europe from the hands of maniacal terrorists.

CBM 64/128	Cassette £14.99 NEW
	Disk £19.99
IBM	Disk £24.99
ATARI ST	Disk £24.99
AMIGA	Disk £24.99

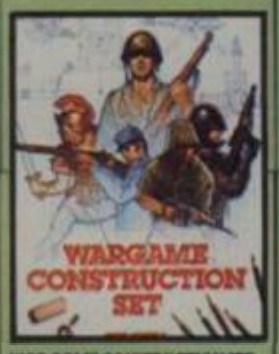


SHILOH The Battle of Shiloh was a seesaw affair that could easily have been a Union defeat or victory. Now, you determine the outcome of Grant's fearsome trial – and his destiny.

CBM 64/128	Disk £19.99
APPLE	Disk £19.99

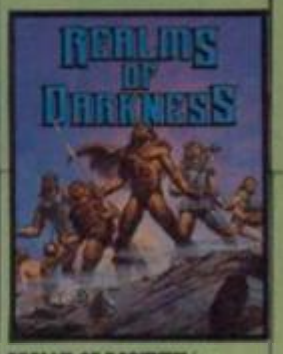
B24 is a flight/combat simulator that challenges you to fly 19 dangerous bombing raids over Hitler's oil refineries at Ploesti, Rumania. If you succeed you'll be told how much you would have shortened the war in Europe!

CBM 64/128	Cassette £14.99
	Disk £19.99
IBM	Disk £24.99



WARGAME CONSTRUCTION SET lets you design and play a near limitless number of simple and complex wargames – create your own maps, troops, weapons and battles.

ATARI ST	Disk £19.99
CBM 64/128	Disk £19.99
ATARI ST	Disk £24.99



REALMS OF DARKNESS is a challenging, multi-faceted adventure game. Guide up to eight adventurers on seven different quests, to solve the increasingly difficult puzzles that block your path to glory.

CBM 64/128	Disk £19.99

U.S. Gold Ltd.,
Units 2/3 Holford Way
Holford Birmingham
B6 7AX.
Tel: 021 356 3388

U.S. GOLD

GRAND

PRES

THE FLINT

Bowl or Bust! Fred and Barney want to go bowling but Wilma has other ideas . . . . . and guess who's left holding the baby?

Join the Flintstones in this officially licensed arcade adventure based on the famous Hanna Barbera cartoon characters.

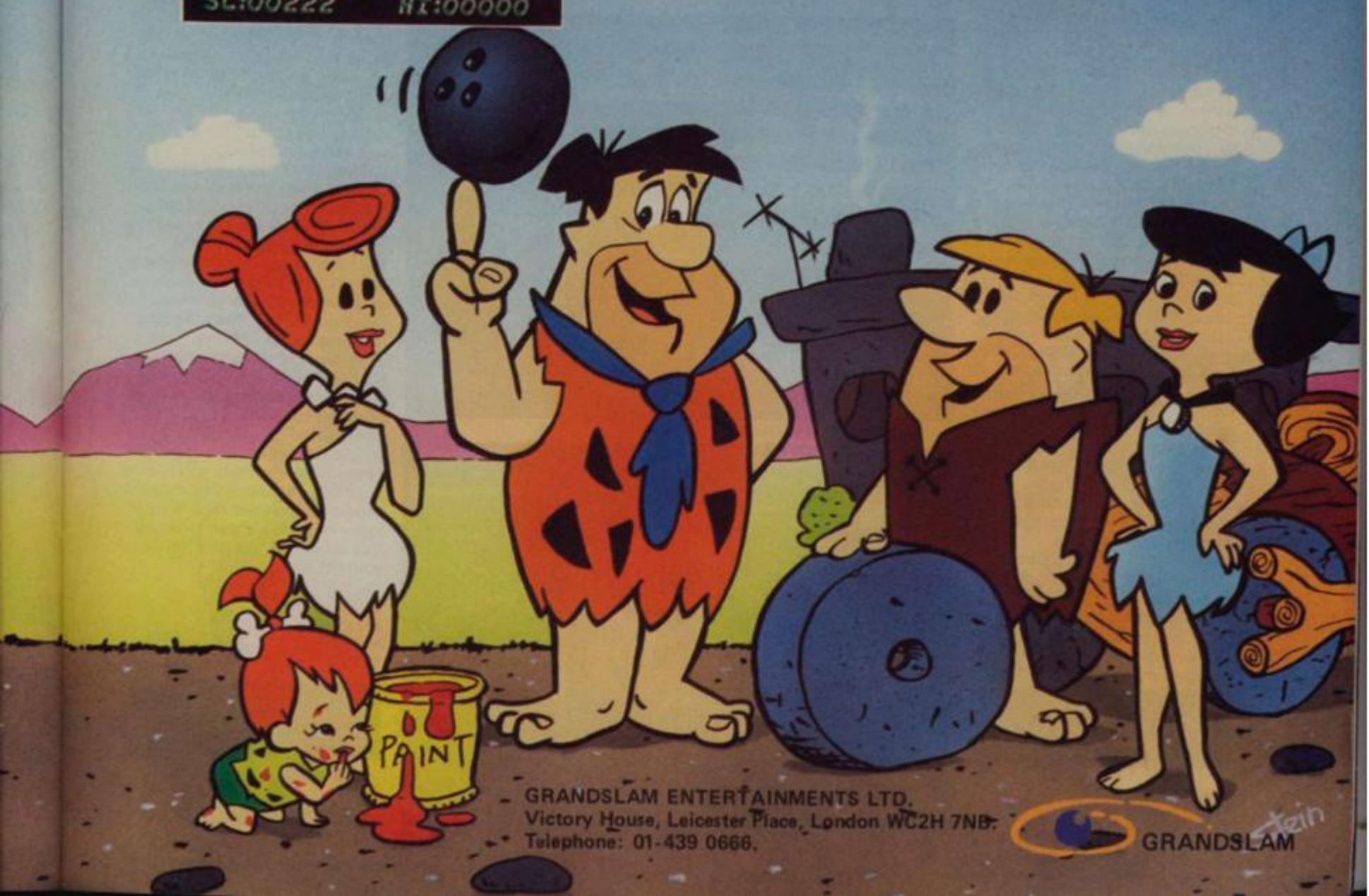
AVAILABLE ON: Spectrum £8.95; Amstrad 464 cassette £8.95, disk £12.95; C64/128 cassette £9.95, disk £14.95; MSX £8.95; Atari ST and Amiga £19.95.

OSLAM

SENTS

TSTONES

©1988 Hanna Barbera Productions Inc.



GRANDSLAM ENTERTAINMENTS LTD.
Victory House, Leicester Place, London WC2H 7NB.
Telephone: 01-439 0666.

GRANDSLAM

C+VG 19 REVIEWS

► MACHINE: AMIGA.
► SUPPLIER: DISCOVERY SOFTWARE INTERNATIONAL.
► PRICE: IMPORT ONLY.
► REVIEWER: MATT BIELBY.

▲ *Blast those bricks!*

ARKANOID

This game of the month this and every month as far as I'm concerned – or at least until the next hot Amiga game comes – is this new version of *Arkanoid*. It makes such good use of the increased ability of the Amiga as to make it the nearest thing yet to playing a coin op in your own bedroom. Unless you win a C+VG competition that is!

Apparantly, you are supposed to be the captain of the escape craft Vaus, trapped somewhere in space behind a variety of elaborate brick walls, and desperately fighting your way out.

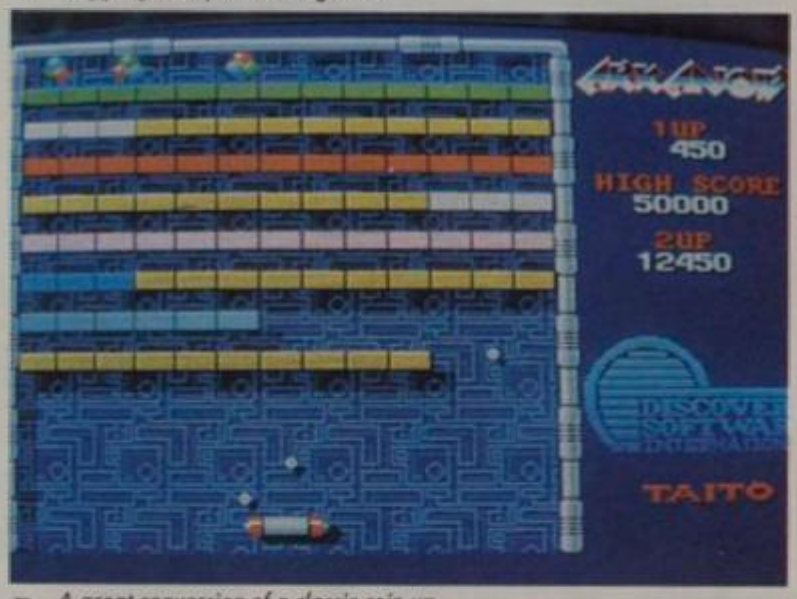
Your rectangular ship moves back and forth across the bottom of the screen, battling a single energy bolt up against the brickwork as if you were playing some giant game of destructive squash. Miss the bolt and you lose a life.

In fact this whole space ship idea is a bit of red herring as far as playing the game is concerned. The ship looks and feels so much like a bat, the energy bolt like a ball and the bright geometric shapes of the walls and backgrounds so little like any idea of space I've ever heard of that you tend to treat it as a super-duper, up-to-the-minute version of one of those tennis games we all played back in prehistoric times.

No, don't groan, those games may have been basic, but they were undeniably addictive, and what *Arkanoid* does is retain that very simple addicition, while at the same time adding all the advances we've gone through over the years.

Points are awarded for knocking out each brick, or for taking out one of the variety of bizarre aliens that whizz about causing no threat to anyone, outside of drastically affecting the ball's course. At the same time, coloured energy barrels drop towards you. Collect these, and your ship is dramatically effected. Blue ones marked F, for instance, stretch your craft to twice it's size, making batting the energy blips much easier.

▼ *Juggling is all part of the game.*



▼ *A great conversion of a classic coin-up.*

Green barrels (G) make the ship sticky, catching the ball each time and allowing you to reposition your ship before releasing it again to good effect. Light blue splits the ball into three, giving you far more destructive power, for as long as you can juggle them.

There are others that speed up or slow down the speed of the ball, but best of all is the red L barrel, which turns your ship into a laser cannon. You get unlimited shots on this, so catch one and the level could be as good as won, as long as you don't get carried away blasting, and lose touch with ball.

Arkanoid is an odd game in that at times it seems incredibly easy – your Granny could play it – when suddenly an unexpected hit speeds everything up, or an unexpected obstacle sends the blip careering in an odd direction. You certainly need to be on your toes. If you're lucky enough to have an Amiga, this should be near the top of your list.

► GRAPHICS	8
► SOUND	7
► VALUE	8
► PLAYABILITY	8

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU PLAY.....

FREE OFFER

*THIS GAME IS NOT SUITABLE FOR CHILDREN

FREE! SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF **IT'S A CRIME** THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to:–

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.

C+VG REVIEWS 20

► MACHINE: AMIGA.
► SUPPLIER: ROBTEK/DIAMOND.
► PRICE: £19.95.
► REVIEWER: CHRIS CAIN.

BALL RAIDER

▲ *Great backdrops.*

Over the past few months the *'Breakout'* theme has been used to create some really good versions of the old arcade classic. First there was *Arkanoid*, then *Impact* and finally *Tonic Tiles*.

So it will probably come as no surprise to find that *Ball Raider*, the latest from German-based software house Diamond, runs in a similar vein.

Having said that, it is surprising to find that this is also a pretty nifty version.

The scenario for *Ball Raider* is about as original as the signed photograph of Napoleon hanging above the Ed's desk, going on about the ultimate challenge, etc, etc.

Even the special effects such as fast ball, stop ball and free ship are all available in *Arkanoid*.

▼ *Superb detail.*

However, where originality does show its face is the stunning 32 colour backdrops for each screen.

These backdrops are pictures of great detail, featuring things like fantasy sword-fights, astronauts and heavenly beings. The artwork isn't digitised, and it makes one hell off a difference.

One thing about *Ball Raider*, though, is the devious patterns in which the bricks are laid out. Take level two for example. The bottom row of blocks, except one, are absolutely indestructible. This means bouncing the ball through a one block gap, and it's so darn tricky that you could easily grow old trying to do it.

Of course, no good *Breakout* clone would be complete without a nice sound effect or two. *Ball Raider* has this sussed in the form of a digitised rhythm which pumps away in the background while you play. Although it keeps repeating itself, the tune doesn't seem to get on your nerves and this is a real boon.

The only other unique touch is that you can't actually choose what extras you get to play with, you just get them thrown upon you. One minute you've got a stop ball, allowing you to hold the ball and manoeuvre it, the next ball is wizzing around the screen in a fast mode.

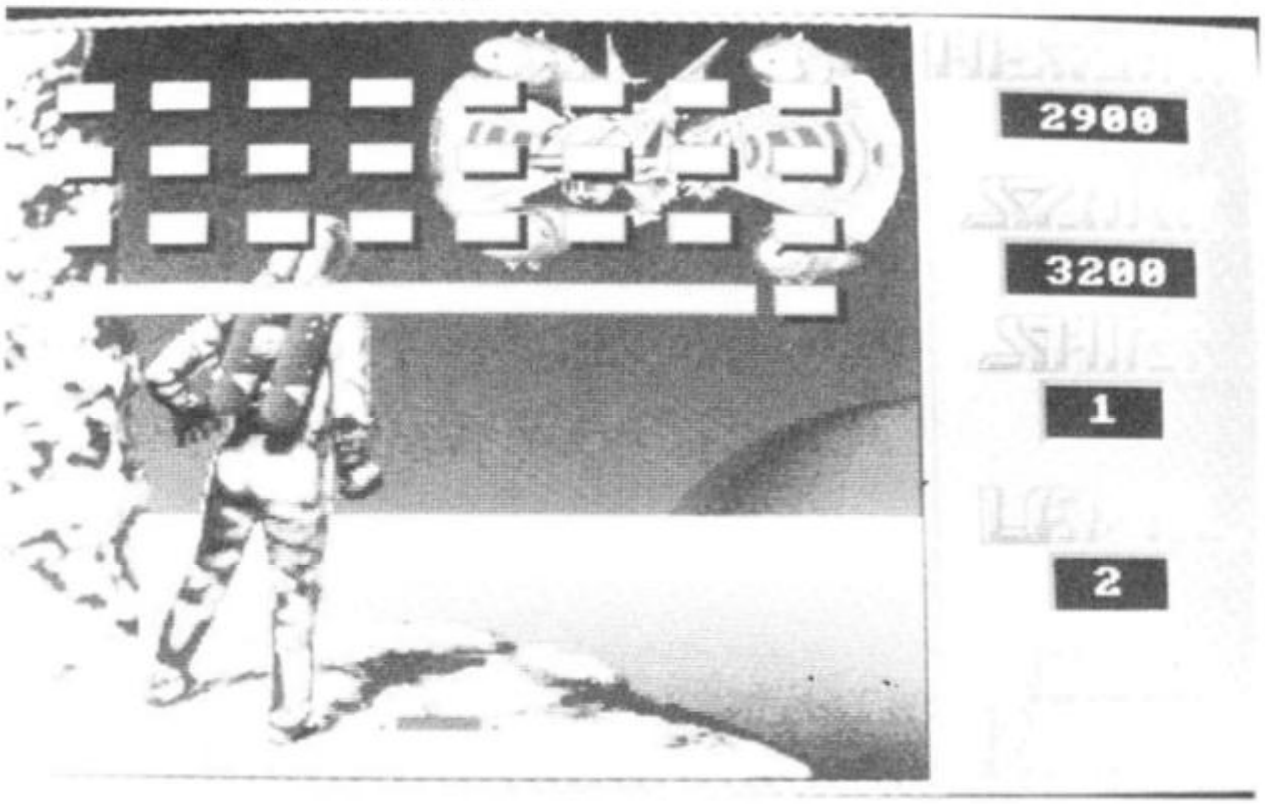
Needless to say this makes things slightly trickier but it all adds to the fun.

Well, that's about it. A neat version of breakout, with some great graphical backdrops and nice sound. It even has a animated high score table, featuring a real 'Arnold' type who pulls down a blind to reveal the high scores.

Can't really say much more, it's just *Breakout*.

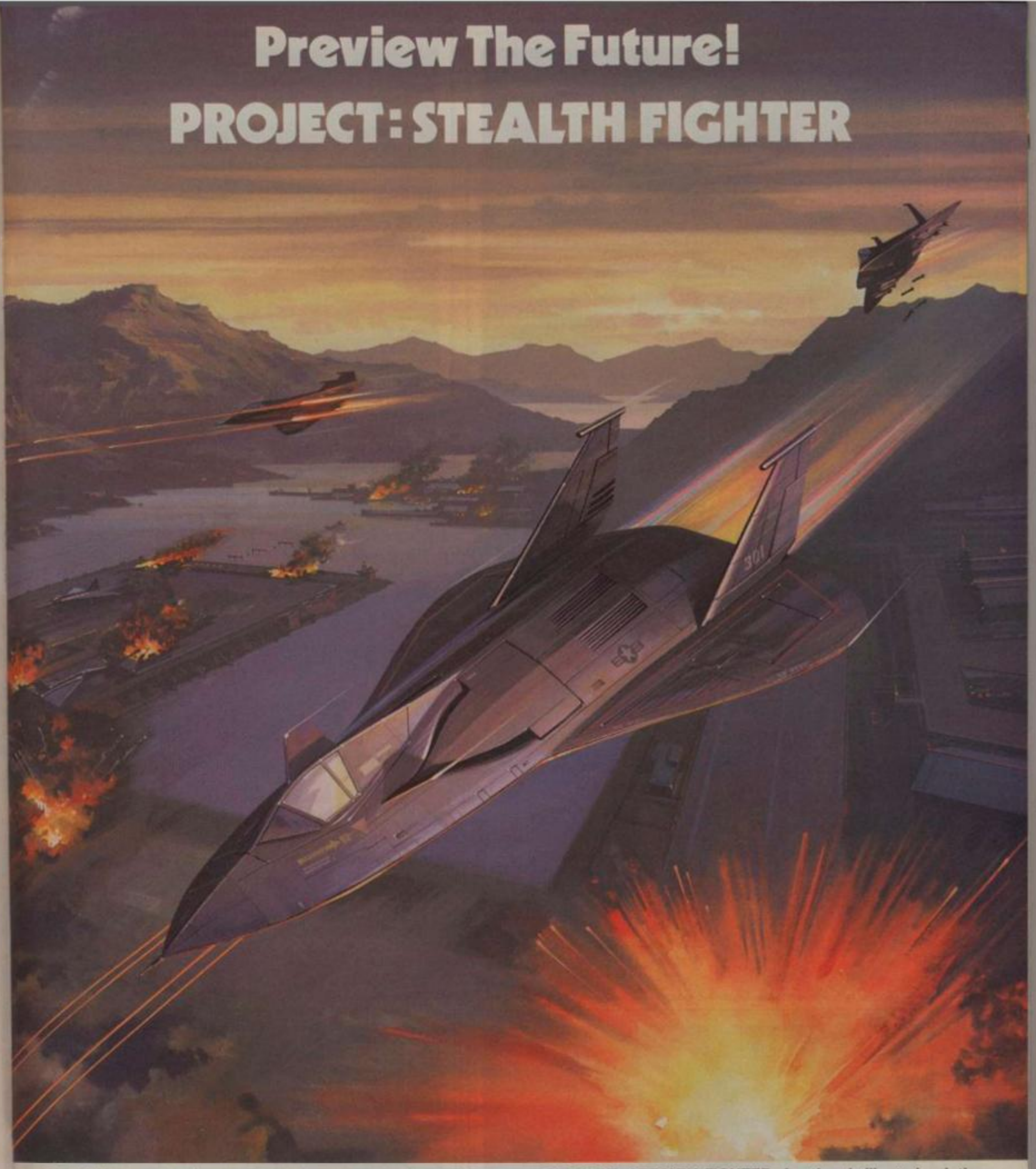
► GRAPHICS	9
► SOUND	7
► PLAYABILITY	6
► VALUE	7

▼ *The ones to beat.*



Preview The Future!

PROJECT: STEALTH FIGHTER



Stealth Fighter...the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Stealth Fighters are believed to be in operation, flying the most sensitive missions, flown by a superior class of pilot. You can experience that thrill of flying a revolutionary aircraft, previewing the edge of the future.

PROJECT: STEALTH FIGHTER. Another brillant simulation from MicroProse. Available for the Commodore 64/128K. Cassette £14.95. Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send _____ copy/ies of Project: Stealth Fighter CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95 ☐ Further details.

Name (block capitals)_____ Address_____

_____ Post Code_____

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd. PSF/C + VG/0388

or debit my Access/Visa card. Expiry date_____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

PREVIEW

▲ *It's 1940 and Cody contemplates the task that confronts him . . .*

▲ *Up, up and away with his jetpack on his back.*

Rocket Ranger is a celebration of the Saturday morning B movie. The American institution that fuelled the imaginations of generations with their ungainly metal men, dustbin space ships and cliffhanger plots that forced you to come back for the next installment the following week. Eugene Lacey talked to Cinemaware boss Bob Jacob about the game and the firm's plans for 1988 and beyond.

ROCKET R

Commander Cody is the swashbuckling hero of Cinemaware's latest production. It's an epic arcade-cum-adventure game with stacks of high quality graphics of a similar quality to those that made the company's name when *Defender of the Crown* was launched last year.

It is 1940 and Cody is sitting alone in his New Jersey home when a horrifying vision of the future comes to him. It is a world where the outcome of World War II is very different to that which we know. It is a world in which the Nazis won. Swastikas fly from the White House and the whole of the world is under the tyranny of the Nazi jackboot.

Commander Cody must fly back into history and change the course of the war. One of your first tasks is to rendezvous with the Zeppelin.

Cody was chosen for the mission because he was friendly with a scientist's daughter who has been kidnapped and is being interrogated by the Nazis.

To succesfully complete the game you will have to fly to the moon. The source of the Nazi's military might is a special metal called 'lunarium'. This is mined by a group of female slaves. Men cannot handle lunarium as it weakens them and they die. Female zombies on the moon? Well I did say it was a celebration of the B movie.

In order to complete this part of the game you will need to locate six

▼ *A Nazi rocket guards the lunarium plant.*

▼ *Vee haff vays of making you talk.*

▲ *After a fierce dogfight – rendezvous with the Zeppelin . . .*

▲ *Where the scientist and his daughter are held hostage*

ANGER

pieces of a rocket ship and assemble it. Your agents search the world for the various pieces of the ship – their movements are charted on the world map – which is one of the main game play screens.

The Nazi lunar slaves have no desire to be freed – being in league with the Nazis. You may have to fight it out with them on the moon in view of this.

There are a number of arcade sequences in the game – as well as the overiding strategy challenge of changing history.

One of these arcade sequences is an excellent *Space Harrier* like shoot 'em up challenge. Armed with a trusty lazer and his power pack on his back, Commander Cody must soar through wave after wave of attacking waves of Messchershmidt.

Another arcade sequence is a beat 'em up scrap with a German guard. Cinemaware are particularly pleased with the animation in this fight. Bob Jacob boasts: "There are over 60 frames of animation in the eight possible moves that can be used in the fight with the guard."

Jacob feels the graphics and animation in *Rocket Ranger* bests any of their previous games.

"It's miles ahead of anything we've done before," he said.

He is also defensive about the game itself, disagreeing with criticisms of earlier games for lack of game play.

"There is much more to *Rocket Ranger* in terms of depth. We have been able to incorporate more game play because of a break-through that is unique to Cinemaware in loading data into the Amiga. We can simply load four times the amount of data – much faster than ever before.

Much of this extra capacity is used in sound effects and the extensive digitised speech incorporated in the interrogation sequence.

Cinemaware call their speech system "Real Talk" and it is not difficult to see why. Several phrases are barked out in a tough German accent as the officer interrogates Cody and the scientist's daughter.

"You will pay for your insolence," he says, when Cody gives a flippant reply to one of his questions. Or "Give them a demonstration" to one of his assistants as they discuss the tortures that may be inflicted on our heroes.

To help him in his quest, Commander Cody has been issued with a number of futuristic gadgets to help in his battle with the Nazis. A wrist monitor enables him to communicate with his agents, send S.O.S messages and select destinations to be travelled to.

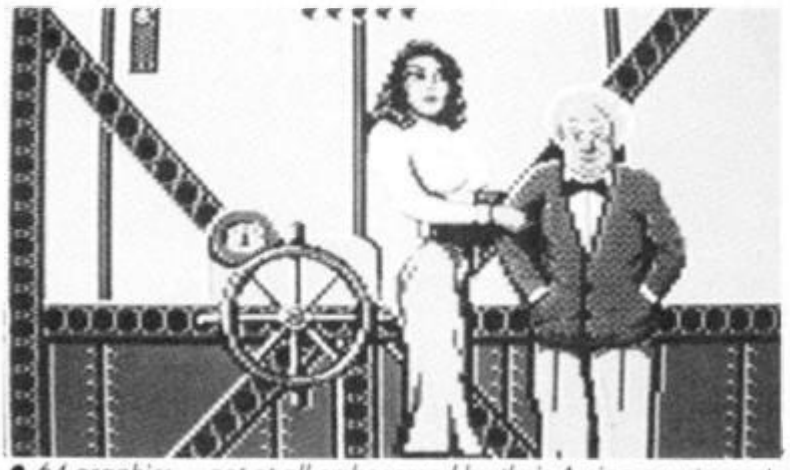
Cody's Ray Gun features interesting digitised sound effects when he connects with a target. "The sounds you hear when a German plane is hit are real engine noises – recorded at Los Angeles Airport which is just down the road from the office," Jacob explains.

▼ *Is it a bird? Is it a plane? No, it's Commander Cody.*

▼ *Cody's wrist monitor shows him what the Nazis are up to.*

continued on page 62 ▶

ROCKET RANGER



• 64 graphics – not at all embarassed by their Amiga counterparts.

• Penetration of Nazi forces.

Rocket Ranger is definitely one of the biggest computer games ever developed. "It will be shipped on two disks and has no less than four megabytes of data."

But if you think that sounds big this Amiga version is only a third of the size of a "C.D.I." version already on the drawing board in Cinemaware's sunny California studio. This version will run on a new wave of interactive entertainment systems being developed by a consortium of Japanese manufacturers and Philips – early pioneers of interactive disk entertainment.

It is not yet known exactly how these disks will work – but it is believed that they will hook up with 16- bit machines.

One thing is clear with people like Cinemaware and Electronic Arts now talking openly about launching software for these systems they must now be a lot nearer hitting the shops.

The arrival of CDI is of course tailor made for companies like Cinemaware – with their convincing graphics and detailed characterisation of characters and plot development. Even without the bells and whistles of the C.D.I. version of *Rocket Ranger* the game is bound to capture the imagination of games players around the world.

It is not only for Amiga owning elitists either. A 64 version is promised on two disks with "all the game play and graphics screens of the Amiga version," promises Bob Jacob. Atari ST and PC versions of the Amiga are also promised for later in the year.

• The Luftwaffe fly past as Hitler stirs the masses.

• Plot the movements of your agents on the world map.

Rocket Ranger took as its inspiration the ridiculously titled *"Commander Cody – Radar Men From the Moon"*.

'B' Movies like this were the spirit of the 1950s. 'B' movies, rock 'n' roll, and amusement parks were what young people got up to then.

The best amusement park in the UK is at Alton Towers – where the new season is about to open.

Black Hole II is the big attraction – together with the Thunderbirds and 1999 exhibitions.

You can win a super day out at Alton Towers on – us. We'll pay for your travel to Alton Towers from anywhere in the UK, treat you to your favourite rides, and present you with a photo-souvenir of your day out.

COMPETITION!

All we want to you to do is think up a ridiculous, over the top sounding name of a 'B' movie. We are looking for something that will really make us cringe or chuckle.

Send in to 'B' Movie Compo, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name.....

Address.....

.....

.....

My 'B' Movie would be called

.....

.....

SHEKHANA COMPUTER SERVICES

ACCESS — ORDER BY CREDIT CARD LINE 01-348-2907 — VISA

★★★★★★ FREE POSTER WITH ORDERS OVER £10.00 ★★★★★★

★★SPECTRUM★★	Our Price
Carrier Command	12.99
Flying Shark	5.99
Druid II	5.99
Magnetron	5.99
Adv Art Studio	19.99
Bubble Bobble	5.99
Iron Horse	5.99
Football Manager II	7.99
Alt World Games	5.99
Gary Linekers - D2	5.99
Ramparts	7.99
Impossible Mission II	6.99
Pacs Land	6.99
Elite	9.95
Theatre Europe	4.99
Azimuth Head Al'ent	7.99
Combat School - D1	5.99
Ikari Warriors	7.50
Blizzkrieg	7.99
Sorcerers Lord	10.99
World L/Board - D1	6.99
Black Lamp	5.99
Flash Point	5.99
Matchday II - D2	5.99
Barkok Knights	7.50
California Games - D1	6.99
Raetan	5.99
Victory Road	5.99
Starglider - D2	11.99
Last Ninja	7.99
Animator 1	7.99
Roy of the Rovers	7.99
Football Director	6.99
Advance T.F. - D2	7.99
Artist II - 48K	12.99
OCP Art Studio	11.99
Arnehem	7.99
Championship Sprint	7.99
Gunship - D2	7.99
Sentinal - D1	7.99
Iron Horse	5.99
N. Mansell-Grand Prix	7.99
Charlie Chaplin	7.99
Artist II - 128K	14.99
Super Hang-On	7.50
Peagus Bridge	10.99
Driller - D3	12.99
Blood Valley	5.99
Napolean at War	7.99
Desert Rats	7.99
Gauntlet II - D1	7.50
Vulcan	7.99
Ace II	7.50
Laser Tags	6.99
Dark Septre	5.99
Solid Gold - D2	7.99

★★SPECTRUM★★	Our Price
Buggy Boy	5.99
Battlefield Germany	10.95
Rolling Thunder	7.50
Terramex	6.99
Platoon - D2	7.99
Bedlam (128k ONLY)	6.99
Garfield	7.50
Inter Karate +	7.99
Predator	7.99
10 Hit Games (Hitpak) - D1	8.99
Firefly - D2	5.99
Vampire Empires - D1	5.99
Arkanoid II - D2	5.99
Guild of Thieves + 3	12.99
Jinxter + 3	12.99
Out Run	6.99
P.H.M. Peagus	8.50
Plus 2 Dust Cover	4.99
Plus 2 Lead	4.99
10 x 3" disks	26.99
Multiface 128k	44.99
Multiface 3	44.99
Multiface 3+ Thr'h Port	49.99
Dual Port Interface	12.99
Kempston Interface	7.99
AMX Mouse	69.95
SEGA SOFTWARE	
Sega Master System	89.99
Light Phasor	44.95
3-D Glasses	39.99
Sega Joystick	14.99
Konix Joystick	12.99
My Hero	14.95
Gangster Town	19.95
Ghost House	14.95
Spy v Spy	14.95
Super Tennis	14.95
F16 Fighter	14.95
Choplifter	19.95
Outrun	24.95
Rocky	24.95
World Grand Prix	19.95
Space Harrier	24.95
Cubeatone	19.95
Maze Hunt 3-D	24.95
Great Golf	19.95
Kung Fu Kid	19.95
Fantazy Zone II	24.95
After Burner	24.95
Global Defence	19.95
Zaxxon 3-D	24.95
Alien Syndrome	24.95
Rescue + Mission	19.95
Zillion II	19.95
Alex Kidd II	24.95
Superwonder Boy	24.95

★★AMSTRAD★★	Our Price
Get Dexter II - D2	7.99
Rolling Thunder - D2	7.99
Platoon - D2	7.99
Laser Tags - D2	7.99
Bedlam - D2	7.99
Platoon - D2	7.99
Ikari Warriors - D2	7.99
Badcats - D2	7.99
10 Games (Hitpak) - D1	8.99
Vampire Empire - D2	6.99
Arkanoid II - D2	6.99
Predator - D2	7.99
Last Ninja - D2	7.99
Outrun - D2	7.99
A.T.F. - D2	7.99
Championship Sprint - D2	7.99
Football Director	6.99
Bubble Bobble - D2	6.99
Flying Shark - D2	6.99
Nigel Mansells - D2	7.99
Guild of thieves - Disk	16.99
Jinxter - Disk	16.99
Carrier Command - D4	12.99
Football Manager II - D2	7.99
Gunship - D4	12.99
Matchday II - D2	6.99
Side Arms - D2	7.99
Hewson 4 Hits - D2	7.99
Mini Office II - D3	12.99
Adv. Art Studio - Disk	19.99
Charlie Chaplin - D2	7.99
Combat School - D2	6.99
Discology	13.99
Discovery Plus	13.99
Multiface II	45.99
JOYSTICKS	
Fantastic Joystick	6.99
Quick Shot II	7.99
Quick Shot II Turbo	13.99
Konix Joystick	11.99
Konix + Autofire	12.99
Euromax non Auto-Fire	16.99
Euromax Professional	19.99
Cheetah Mach I Plus	14.99
Cheetah 125 +	8.99
Comp Pro 5000 - Black	14.99
Comp Pro 5000 - Clear	15.99
Comp Pro 5000 - Extra	16.99
Comp Pro 5000 - BBC	17.99
Tac 2	10.99
Tac 3	12.99
Tac 5	13.99
Starfighter	9.99
Slik Stick	6.99
Economy	6.99
Cruiser Joystick	9.99

★★COMMODORE 64★★	Our Price
Morpheus - D3	12.99
Rolling Thunder - D1	7.99
Platoon - D2	7.99
Laser Tags - D1	7.99
10 Hit Games (Hitpack) - D1	8.99
Bedlam - D1	7.99
Salamander - D2	6.99
Ikari Warriors - D2	7.99
Test Drive - D2	8.50
Iron Horse - D2	6.99
I.O - D1	6.99
Outrun - D2	7.99
Power at Sea - D2	8.50
Advanced Art Stdio - D1	9.99
Guild of Thieves - Disk	14.99
Run Runner - D2	7.99
The Train - D2	8.50
Laser Tags - D2	7.99
Gunship - D4	12.99
Fire Fly - D2	6.99
Bards Tale I - Disk	12.99
Knight Games II - D2	7.99
Judge Death - D2	7.99
Jinxter - Disk	14.99
Impos'e Mission 2 - D2	7.99
Football Manager 2 - D2	7.99
Adv T. Fighter - D2	7.99
Roy of the Rovers - D2	7.99
Championship Sprint - D2	7.99
Blood Valley - D2	7.99
Predator - D2	7.99
TOP Fuel - D1	7.99
Peagasus Bridge - D3	10.99
Mini Office II - D4	14.99
Super Hang On - D2	7.99
Jackel - D2	6.99
Pacs Land - D2	7.99
Azimuth Head Alignment	7.99
Vampire Empire - D2	6.99
Bubble Bobble - D1	6.99
Arkanoid II - D2	6.99
Charlie Chaplin - D2	7.99
N. Mansells G.p. - D2	8.50
Magnatron - D2	6.99
Victory Road - D1	6.99
Alt World Games - D2	7.99
P.H.M. Peagus - D2	8.50
Knight Orc - D3	12.99
Stealth Fighter - D4	12.99
Black Lamp - D1	6.99
Football Director	6.99
OCP Art Studio - D3	12.99
Up Periscope - Disak	16.99
Thunder Chopper - Disk	16.99
Combat School - D1	6.99
Airbourne Ranger - D4	12.99

★★COMMODORE 64★★	Our Price
+ C64C Connoisseur Pack	189.99
+ C64C Computer	129.99
+ NEOS Mouse + Cheese	29.99
+ C2N Data Recorder	29.99
Expert + ESM	28.99
Freeze Machine	28.99
F.M. Utility Disk	7.99
+ Accelerator + Goes	129.99
+ Accelerator + Goes + F.M	149.99
Slimline 64C Keyboard	19.99
+ Fast Hackem	19.99
Reset Switch	7.99
+ Final Cartridge 3	39.99
+ Action Replay Mk. 4	29.99
+ Action Replay Prof	34.99
+ Enhancement Disk	7.99
AMIGA	
Barbarian (Pygnosis)	19.99
King of Chicago	24.99
California Games	19.99
Defender of the Crown	24.99
Knight Orc	14.99
Hot Ball	21.99
Starglider	19.99
Test Drive	21.99
The Pawn	19.99
Interceptor	21.99
Jinxter	19.99
Carrier Command	19.99
Xenon	16.99
Dick Special	19.99
Marauder II	28.99
Ports of Call	34.99
3D Helicopter Simulation	19.99
Police Quest	19.99
Thexder	19.99
Obliterator	24.99
Battle Ships	16.99
Red October	19.99
Pacs Land	14.99
Black Shawdow	15.99
Backlash	14.99
Flight Simulator II	44.99
Egg	19.99
Vampire Empire	14.99
Shadowgate	21.99
* Football Manager 2	14.99
Badcats	19.99
Gauntlet	19.99
Rolling Thunder	19.99
Golden Path	15.99
Garrison	21.99
Time Bandit	14.99
Bubble Bobble	14.99
Mercenary Compendium	19.99
Road Wars	15.99

★★ATARI ST★★	Our Price
Carrier Command	19.99
Stargon	15.99
Army Moves	14.99
Slap Fight	14.99
Powerplay	15.99
Joystick Extension Lead	6.99
Gettysburg	24.99
Hotball	21.99
Impossible Mission 2	15.99
Black Lamp	14.99
Xenon	15.99
Bards Tale I	21.99
Battleships	16.99
Red October	19.99
Obliterator	24.99
Test Drive	21.99
Predator	15.99
Football Manager I	12.99
Vampire Empire	15.99
Arkanoid	14.99
Ikari Warriors	12.99
Flying Shark	14.99
Rolling Thunder	15.99
Gauntlet II	14.99
Backlash	14.95
Alt World Games	14.99
G. Lineker Football	14.99
Garfield	15.99
Dark Castle	19.99
Police Quest	19.99
3D Helicopter Sim'ion	19.99
Leisuresuit Larry	19.99
Barbarian (Palace)	12.99
Barbarian (Pygnosis)	19.99
Backlash	14.99
Renegade	14.99
Scenery Disk 3	19.99
Flight Simulator II	44.99
Trancor	14.99
Road Wrss	15.99
Ultima 4	19.99
Bobble Bobble	14.99
Sentinal	14.99
Dick Special	19.99
Gunship	19.99
Carrier Command	19.99
Jinxter	19.99
Unix1 Military Simulat.	19.99
Advanced Art Studio	19.99
Guild of Thieves	19.99
Starglider	14.99
The Pawn	19.99
Knight Orc	14.99
St Copy II	34.99
Pro Copy	34.99

Also available on disk format D1 - £10.95, D2 - £12.95, D3 - £14.95, D4 - £16.95, D5 - £19.95

For mail order, please make cheque/P.O. payable to S.C.! (C+VG) 655 Green Lanes, London N8 0QY. P&P included in UK, Europe and £1 per item. Elsewhere add £2 per item. Add £5 per machine. Send S.A.E. for FREE list. Please specify machine type in your order.

Personal callers produce this advert at either shop for above Discounts to: S.C.S. Unit 5, 221 Tottenham Court Road, London W1R 9AF. (near Goodge Street tube station)(back section of shop), or at Khan Brothers, 655 Green Lanes, London N8 0QY (nearest tube station Turnpike Lane).

Access & VISA card holders ring: 01-348 2907 - 01-340 8565 - 01-631 4627. Credit card orders despatched same day subject to availability. * All new releases are subject to release date. Please ring for availability.

BYRITE SOFTWARE

COMMODORE £2.99 EACH CASSETTES

APSHAI TRILOGY, DARK EMPIRE, THE DETECTIVE, LEGIONS OF DEATH, SIGMA 7, FIRELORD, SUPER STAR PING PONG, HEADCOACH, FALCON PATROL II, CHALLENGE OF GOBOTS, LEADERBOARD, CYBORG, TEMPLE OF TERROR, KAYLETH, PLE-UP, URIDIUM, HYBRID, BRIDE OF FRANKENSTEIN, DRAGONS LAIR, PUB GAMES, CLASSIC SNOOKER, ELEVATOR ACTION, EAGLES, YABBA DABBA DOO, SKATEROCK, TOMAHAWK, MARBLE MADNESS, NETHER EARTH, WERNER, DOGFIGHT 2187, MOUNTIE MICKS DEATHRIDE, DEATHSCAPE, MONTY ON THE RUN, DEADRINGER, KILLER RING, BOULDERDASH CONST. KIT, ON-COURT TENNIS, BEYOND FORBIDDEN FOREST, DEACTIVATORS, BATTALION COMMANDER, RANARAMA, GREYFELL, WIBSTARS, SHADOW SKIMMER, SPY V SPY III, THANATOS, VIETNAM, INT KARATE, NEMESIS (Konami), JAILBREAK (Konami), FIRELORD, RESCUE ON FRACTALUS.

COMMODORE £2.99 EACH CASSETTE COMPILATIONS

INDOOR SPORTS, ALLIGATA ACTION PACK, 10 COMPUTER HITS Vol. 3, ZAPP SIZZLERS II, PLATFORM PERFECTION, UNBELIEVABLE ULTIMATE, SCOTT ADAMS SCOOPS, BEST OF BEYOND, SHOOT EM UPS COMPILATION, BIG NAMES BONANZA.

COMMODORE UTILITYS

64 MUSIC MAKER KEYBOARDS	£5.00
NEOS MOUSE CASS.	£20.00
NEOS MOUSE DISC	£23.00
COMPETITION PRO JOYSTICKS	£12.95
CRUISER JOYSTICK	£8.95
MINI OFFICE II	Cass. £14.95. Disc £17.95

COMMODORE SPINNAKER EDUCATIONAL ALL £1.99 EACH

RANCH, NUMBER TUMBLERS, SONGMAKER, ALPHA-BUILD, MAKE A FACE, DANCE FANTASY, ALF, LOGIC LEVELS, ALPHABET 200, FRACTION FEVER, AEGEAN VOYAGE, STORY MACHINE, SEA SPELLER.

COMMODORE £1.99 EACH DISCS

HYPABALL, DECATHALON, MASTERS UNIVERSE (Adv.), HEARTLAND, NEMESIS WARLOCK, PASTFINDER, GALACTIC CONTROLLER, THING ON SPRING, 10TH FRAME, NEXUS, STARION, REDHAWK, FIGHTING WARRIOR, DRUID, RED ARROWS, MURDER BY THE DOZEN, KORONIS RIFT, TRACER SANCTION, TRANSFORMERS, BATTLE MIDWAY, R.M.S. TITANIC, CHAMELEON, EXPLORER, SPINDIZZY, HACKER, GT AMERICAN ROAD RACE, PRODIGY, CHOLO, SPIRIT STONES, ZORK II, ZORK III, STARCROSS, DEADLINE, SUSPENDED.

COMMODORE £3.99 EACH DISCS

ASSEMBLER TUTOR, LITTLE COMP PEOPLE, TOMMAHAWK, BOULDERDASH CONST KIT, EASY FILE, LOGO, FUTURE FINANCE.

COMMODORE AMIGA SOFTWARE

WISHBRINGER	£10.00
SUSPENDED	£10.00
MIND FOREVER VOYAGING	£10.00
DEADLINE	£10.00
SPELLBREAKER	£10.00
WITNESS	£10.00
STARCROSS	£10.00
STATION FALL	£10.00
TRINITY	£10.00
MOONMIST	£10.00
SEA STALKER	£10.00
CUTTHROATS	£10.00
SUSPECT	£10.00
INFIDEL	£10.00
PLANETFALL	£10.00
ZORK II	£10.00
ZORK I	£10.00
FINAL TRIP	£10.00
DR FRUIT	£10.00
VADER	£10.00
ROADWARDS	£13.95
LITTLE COMP PEOPLE	£12.95
PORTAL	£12.95
STAR WARS	£13.95
BARBARIAN	£17.50
BUBBLE BOBBLE	£13.95
SUPER SPRINT	£13.95
DEFENDER OF CROWN	£20.50
BACKLASH	£13.95
WESTERN GAMES	£13.95

THIS IS ONLY A SAMPLE. ALL NEW TITLES AT 30% OF RRP.

COMMODORE NEW TITLES

DRILLER	£10.50
RASTAN	£6.25
SIDEARMS	£6.95
COMBAT SCHOOL	£6.25
AIRBORNE RANGER	£10.50
STEALTH FIGHTER	£10.50
BOBSLEIGH	£6.95
COSMIC CAUSEWAY	£6.95
PSI	£6.95
TRACK 'N' FIELD	£6.25
LIVE AMMO	£6.95
OUTRUN	£6.95
SUPERSTAR ICE HOCKEY DISC	£10.50
THUNDERCHOPPER DISC	£10.50
PEGASUS	£6.95
OCTAPOLIS	£6.95
MADBALLS	£6.25
TETRIS	£6.25
C. YEAGERS A.F.T. DISC	£12.50
PIRATES	£10.50
PSYCHO SOLDIER	£6.25
MASTERS UNIV MOVIE	£6.95
SOLID GOLD	£6.95
GAME, SET, MATCH	£9.00
EPYX EPICS	£6.95
MAGNIFICENT 7	£6.95
TEN GREAT GAMES	£6.95
10 COMP HITS 4	£6.95
BATTLES IN NORMANDY DISC	£11.50
DEFENDER OF THE CROWN	£10.50
SKATE OR DIE	£6.95
ALTERNATIVE WORLD GAMES	£6.95
RISK	£6.25
BASKET MASTER	£6.25
MATCH DAY II	£6.25
BRAVESTAR	£6.95
PREDATOR	£6.95

DON'T FORGET A FULL 30% OFF ANY NEW TITLE NOT LISTED.

BYRITE SOFTWARE 1-3 TITLES 75p. 4 OR MORE £1.00.

ATARI S.T. SOFTWARE

ADDICTABALL	£10.00
LIVINGSTONE I PRESUME	£10.00
CHAMPIONSHIP WRESTLING	£10.00
WORLD GAMES	£12.95
WISHBRINGER	£10.00
PLANETFALL	£10.00
LURKING HORROR	£12.95
BORROWED TIME	£10.00
HACKER	£10.00
ZORK II	£10.00
PLANETFALL	£10.00
STATIONFALL	£10.00
MOONMIST	£10.00
ULTIMA II	£10.00
ZORK III	£10.00
BALLYHOO	£10.00
BLACK CAULDRON	£10.00
ZORK I	£10.00
AMAZON	£10.00
KINGS QUEST II	£10.00
GOLDEN PATH	£10.00
MIND FOREVER VOYAGING	£10.00
CUTTHROATS	£10.00
HACKER II	£10.00
TURBOST	£10.00
INFIDEL	£10.00
TRINITY	£10.00
FARENHEIT 451	£10.00
BOULDERDASH CONST KIT	£10.00
NINE PRINCES IN AMBER	£10.00
JEWELS OF DARKNESS	£12.95
SILICON DREAMS	£12.95
ROADWARS	£13.95
LITTLE COMP PEOPLE	£12.95
SKYFOX I	£11.50
PLUNDERED HEARTS	£20.95
STAR WARS	£13.95
DEFENDER OF CROWN	£20.50
CHESSMASTER 2000	£22.00
PALACE BARBARIAN	£11.00
BARBARIAN	£17.50
TERRORPODS	£17.50
OBLITERATOR	£17.50
MASTERS OF UNIV MOVIE	£13.99
STAR TREK	£13.95
BUBBLE BOBBLE	£13.95
SUPER SPRINT	£13.95
GAUNTLET	£17.50

ANY NEW TITLE NOT LISTED AT 30% OFF RRP!!

BYRITE SOFTWARE 1-3 TITLES 75p. 4 OR MORE £1.00.

SPECTRUM £2.99 EACH CASSETTES

IMPOSSABALL, JAILBREAK, TRAP, NEMESIS, CHALLENGE OF GOBOTS, HARDBALL, PYRACURSE, SIGMA 7, WIBSTARS, KILLER RING, ELEVATOR ACTION, THANATOS, REBEL PLANET, MOON CRESTA, PLAY CARDS RIGHT, DEEP STRIKE, DARK EMPIRE, SPY V SPY III, FOOTBALL MANAGER, FIGHTER PILOT, MONTY ON RUN, GUNRUNNER, BUTCH HARD GUY, RESCUE ON FRACTALUS, RANARAMA, TUJAD, COLOUR OF MAJIC, PUB GAMES, DEACTIVATORS, GREYFELL, DOGFIGHT 2187, BRIDE OF FRANKENSTEIN, HYBRID, STOLE A MILLION, TRIAKOS, DEADRINGER, MOUNTIE MICKS DEATHRIDE, KRAKOUT, NETHER EARTH, INFILTRATOR, DINAMITE DAN II, FAIRLIGHT II, DEATHSCAPE, STRIKE FORCE COBRA, GOONIES, LEADERBOARD, GRANGE HILL, SOUTHERN BELLE.

SPECTRUM UTILITYS

ROTRONICS WAFADRIVE + 1 FREE 64k WAFA £17.49 INC P&P.
CURRAM MICRO SLOT £2.95 EACH.
ALPHA-COM PAPER 5 ROLLS £10.95 inc P&P.
SPEC-DRUMS £25.00.
MICRO-DRIVE CARTS £1.75 EACH.
EXTRA WAFADRIVE CARTRIDGES 16x £2.00 EACH. 64x £3.50 EACH.
MULTIFACE ONE £37.95.
MULTIFACE 128 £42.00.
MULTIFACE 3 £42.00.
MULTIPRINT £37.95.
VIDEO-DIGITIZER £65.00 (ROMANTIC ROBOT).
GENIUS MOUSE £37.95.

SPECTRUM SPINNAKER EDUCATIONAL ALL £1.99 EACH

KINDERCOMP, ALPHABET 200, MAKE A FACE, AEGEAN VOYAGE, LOGIC LEVELS, KIDS ON KEYS, FRACTION FEVER, RANCH, NUMBER TUMBLERS, DANCE FANTASY, UP & ADD EM.

SPECTRUM £1.99 EACH CASSETTES

SPUTTING IMAGE, MAILSTROM, VU-CALC, 10TH FRAME, EXPRES RAIDER, KINETIK, COMET GAME, POLE POSITION, MS PAC-MAN, XCEL, SKOOLDAZE, FIGHTING WARRIOR, BATTLE OF PLANETS, 3 WEEKS IN PARADISE, PSI-5-TRADING CO, COSMIC SHOCK ABSORBER, MIKIE, KORONIS RIFT, HIVE, PRODIGY, REVOLUTION, FIFTH QUADRANT, GALVAN, ICE TEMPLE, DOUBLE TAKE, SKYFOX, HACKER, ACTION REFLEX, SAI-COMBAT, FUTURE KNIGHT, HIGHLANDER, RED SCORPION, XENO, ROGUE TROOPER, CHUCKIE EGG II, SKY RUNNER, MIAMI VICE, TEMPLE OF TERROR, EQUINOX, COP-OUT, DANDY, AGENT ORANGE, EXPLORER, XARQ, BRAINSTORM.

SPECTRUM £2.99 EACH COMPILATIONS

UNBELIEVABLE ULTIMATE, NOW GAMES III, BIG 4, DURELL BEST OF BEYOND, ARGUS PRESS 30 GAMES, SCOTT ADAMS SCOOPS.

SPECTRUM NEW TITLES

DRILLER	£10.50
RASTAN	£5.55
SIDEARMS	£6.25
COMBAT SCHOOL	£5.55
720°	£6.25
LIVE AMMO	£6.95
OUTRUN	£6.25
BASKET MASTER	£5.55
DARK SCEPTRE	£5.55
NEBULUS	£5.55
GRYZOR	£5.55
SCRUPLES	£6.95
BOBSLEIGH	£6.95
GUNSHIP	£6.95
FREDDIE HARDEST	£5.55
SOLID GOLD	£6.95
MAGNIFICENT 7	£6.95
MATCH DAY II	£5.55
BRAVESTAR	£6.25
THUNDERCATS	£5.55
BUGGY BOY	£5.55
ELITE COLLECTION	£10.50
GAUNTLET II	£6.25
DRUID II	£5.55
MADBALLS	£5.55
SALAMANDER	£5.55
RAMPAGE	£6.95
PREDATOR	£6.95
SUPER HANG ON	£6.95
N. MANSELL	£6.95
TRAPDOOR II	£6.25
FLYING SHARK	£5.55
SLAINE	£6.25
PAC LAND	£6.25
WORLD CLASS LEADERBOARD	£6.95

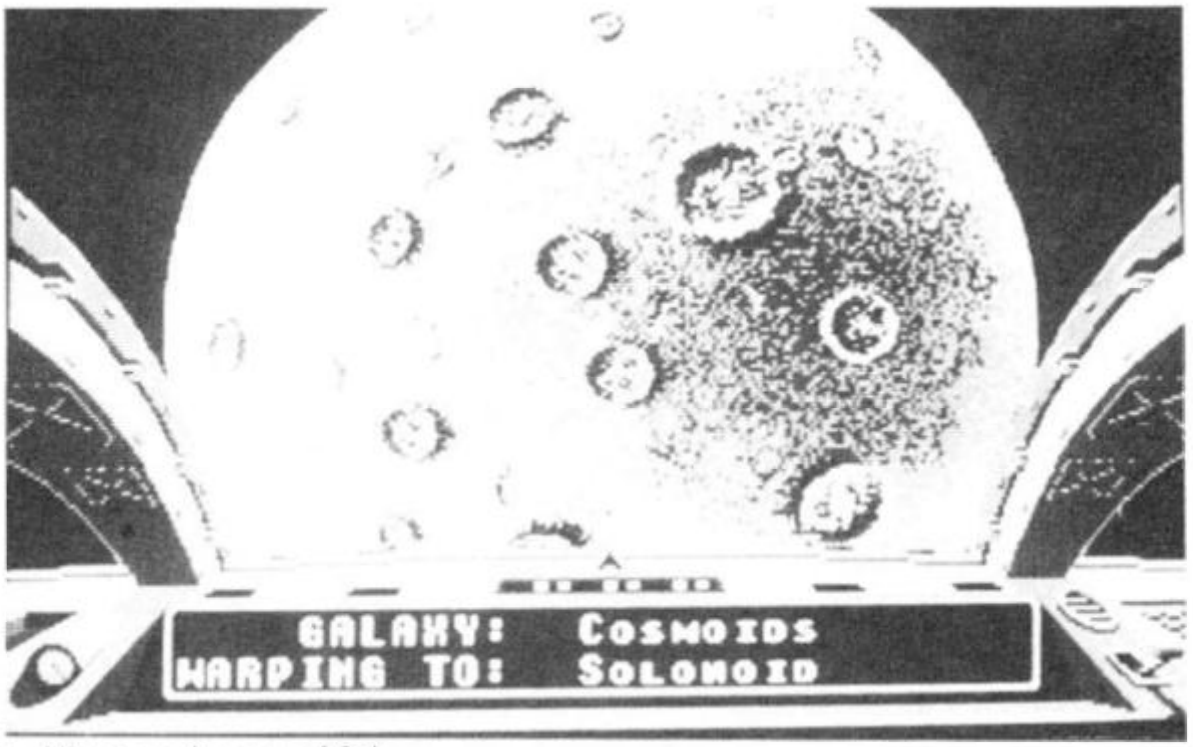
DON'T FORGET A FULL 30% OFF ANY NEW TITLE NOT LISTED!!

BRYRITE SOFTWARE P&P
1-3 titles 75p.
4 or more £1.00.

BYRITE SOFTWARE

Department 4
17 Leofric Square,
Eastern Industry
Peterborough, Cambs.
Tel: 0733 313870
(WE ARE ON PRESTEL)

C+VG REVIEWS 21



▲ *Warping to the rescue of Oids.*

OIDS

► MACHINE: ATARI ST.
► SUPPLIER: MIRRORSOFT.
► PRICE: £19.99.
► REVIEWER: EUGENE LACEY.

Oids is a simple and hour-stealingly addictive new game for the Atari ST.

The basic idea is a very familiar one – a cross between *Thrust* and *Choplifter*. Simplicity itself. Your V-Wing ship is hatched gently from the mother ship. Pushing forward on your joystick thrusts the ship forward with a puff of retro-rocket flame from its rear.

The V-Wing can spin through 360 degrees shooting out full stop sized gun fire. It is quite tiny on the screen – similar in size to the *Asteroids* ship.

Blasting is crucial – particularly on the more difficult planets with their homing missiles and heavy ground to air bombardments.

The main game play is in controlling the ship and avoiding the flak. It is a real test of skill requiring the minutest adjustments to the ship's direction, speed and trajectory.

Each planet is a cavernous complex of jagged rocks, basins, and tiny flat plateaux where the *Oids* wait – shaking their arms furiously to attract your attention when you manage to get close to them.

The *Oids* don't actually help themselves much. In their anxiousness to scramble aboard the V-Wing they run up and down like headless chickens – sometimes in the way of your landing site. Landing is difficult enough without the desperate *Oids* due to the gravitational pull of the planet which makes the V-Wing drift as well as float downwards.

You can't really blame the *Oids* for being frantic – if they don't escape, their evil task-masters, the Biocretes, will melt them down, remake them and force them to slave for another lifetime. The Biocretes just don't give a monkeys you see. According to the storyline they say: "We built the *Oids*, so we have the right to treat then as we please".

Whether droids should have constitutional rights or not is something you might wish to ponder as you struggle to negotiate the complex caverns of the five progressively difficult planets. My guess is, however, that it will take all of your concentration to stay in the game.

It is the ground installations that make life really difficult. Some of the tower buildings issue an invisible force field that can send your V-Wing into a dangerous spin. Another conical tower materialises from nowhere and will, in seconds, send out an arc of flak curving up the edges of the screen as the ST almost shudders with the boom generated by this explosion.

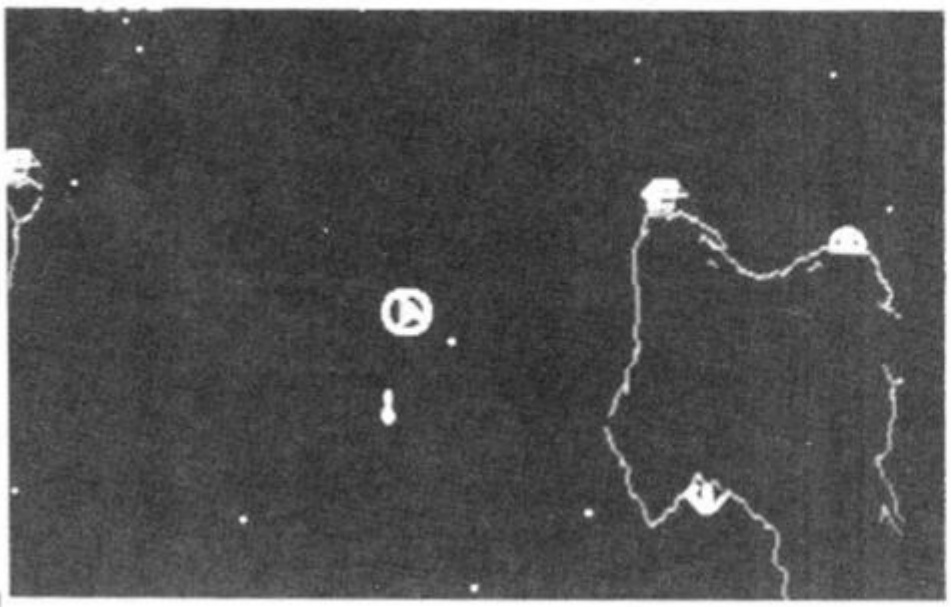
Most deadly of all are the homing missile silos and one definite piece of strategy that you would do well to remember is to locate and destroy these at once. Their homing missiles are amongst the best I have seen in a computer game. They really pin you down and follow you, encircling you in ever decreasing circles until you make contact. Your only defence is to spin faster and eliminate them before they get to close. Believe me, when they start raining in in twos and threes, this ain't easy.

One of the best points about *Oids* is that it has a game designer and editor feature. When you have mastered the planets created for you by the game, you can design your own.

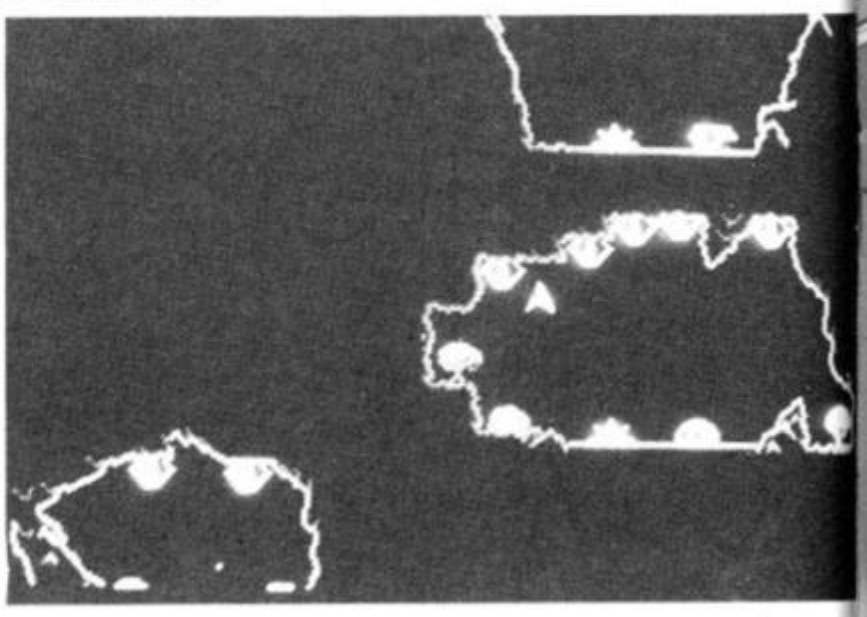
Any ST owner who has played *Thrust* will not want to be without *Oids*. My only criticism is the price. know that *Oids* is not out of line with other ST game price tags. It's just that having first played a £1.99 Firebird *Thrust* on a Commodore C16 and having loved it to death – more or less the same game seems a bit steep at twenty quid. Anyway, this game is too good to leave the review on a negative, I will say that if you do fork out for it you are in for hours of excellent computer entertainment.

► GRAPHICS	C+VG HIT!	6
► SOUND		6
► VALUE		5
► PLAYABILITY		8

▼ *The V-Wing uses its shield as the homing missile closes.*



▼ *Get out of that.*



SPECTRUM
CASS £7.95

COMMODORE
CASS £8.95

GUTZ

S·P·E·C·I·A·L

FX

BY

ocean

NIGHTMARE

A DREAM COME TRUE!

YOU HAVE BEEN SWALLOWED! EATEN ALIVE BY AN EXTREMELY HUNGRY, TEN MILLION TONNE MEGA-BEING THE SIZE OF THE MOON, ON A JOURNEY TO EARTH FOR ITS MAIN COURSE!

NOW TRAPPED WITHIN THIS RAVENOUS MONSTER FIGHT ITS ANTIBODIES TO GAIN ACCESS TO THE MAIN FUNCTIONS IN ORDER TO SHUT THEM DOWN – AND THAT'S NOT EASY! THEN BUILD A SPECIAL WEAPON, BREACH THE DEFENSIVE DOORS . . . JUST FOR STARTERS!

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

C+VG REVIEWS 22

FERRARI F

► MACHINE: AMIGA.
► SUPPLIER: ELECTRONIC ARTS.
► PRICE: £24.95.
► REVIEWER: SEAMUS ST JOHN.

Fashions come and go in the games software business and generally come back again improved and changed.

The new sixteen bit machine have put games manufacturers in a quandry – new powerful computer are in abundance . . . new game ideas are, unfortunately, less numerous. We've seen the software houses parade in front of the 16 bit owners a whole back catalogue of computer games ranging from *Break-out* to *Pac-man*.

Electronic Arts has taken the racing game scenario to the Amiga and expanded the idea far beyond the boundries of the computer versions of *Pole Position* and *Outrun*, produced a computer game that is a sophisticated, painstakingly accurate and, in many ways, original simulation of racing a Formula One Ferrari in the Grand Prix World Championships. Where *Outrun* was frantic steering and pedal pumping, *Ferrari Formula One* is a game of strategy, planning and team and engine management.

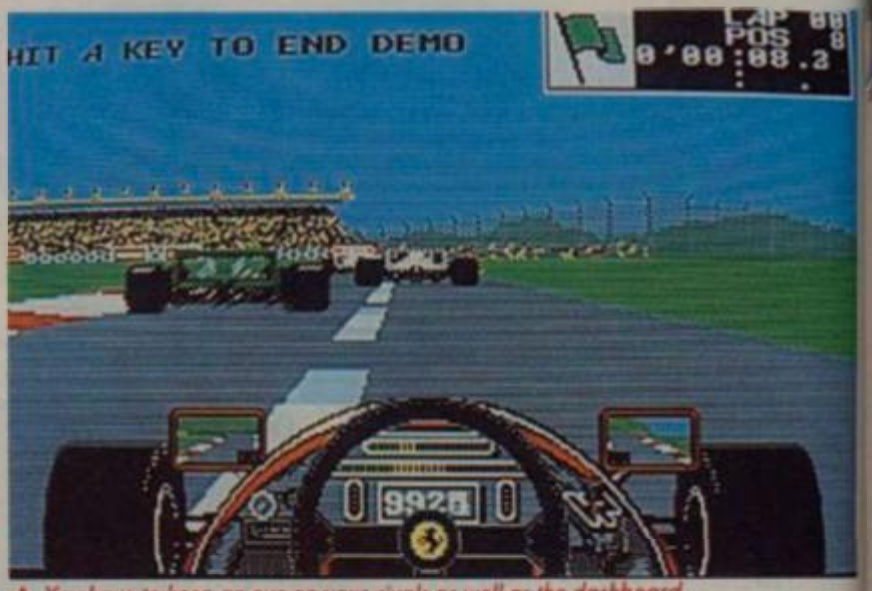
And this is where the game's main fault lies – there's no sensation of speed or the excitement of travelling at over 200mph on some of the world's most dangerous and exhilerating race tracks.

Every other imaginable aspect of managing a Formula One team and racing the car are allowed for in the game. Many months of research and planning time have obviously been spent on producing the game, but when you actually try burning rubber, the *Formula One Ferrari* does become quite a disappointment considering how good the rest of the package is.

Electronic Arts may well claim that they have set out to create an authentic simulation and not another copy of *Outrun*. While we can be thankful that the game's not *Outrun* all over again, I do think that any racing simulation should tax the player's driving reflexes as well as his or her brain.

That one criticism apart, let's see what the game has to offer.

The game begins with a demo mode which gives you the chance to familiarise yourself with all the instruments and gauges in the cockpit of the car, and the race information that is displayed in the top right-hand corner of the screen. The instrumentation is comprehensive: fuel guages, tyre wear indicators, rev counter, oil pressure indicator and the turbo boost control are all displayed and add a lot to the professional and slick graphics of the game.



▲ *You have to keep an eye on your rivals as well as the dashboard.*

▲ *The Ferrari in the pit for last minute tune-up.*

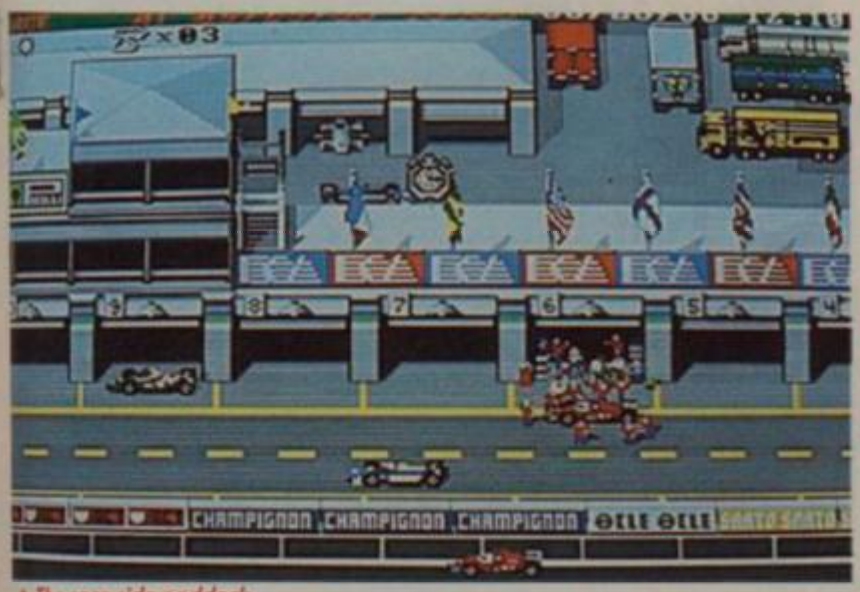
The rear view mirrors in particular are very impressive, and you can actually get a fair idea how many cars are behind you – and how close they are!

You can at this point, if you wish, go straight into the first race of the season, the *most* sensible course of action is to go the Fiorano race track – the home of the Ferrari Formula One team – to get your car tuned up properly and get some practise driving the car on the Fiorano test track.

When you arrive in Fiorano a display of the Fiorano paddock is shown. From here the simulation lets you test your car on the track; go into the pits for checks on the car; take the car into the garage for major over-hauls (like replacing the engine); test the car's aerodynamics in the wind tunnel or you can load up the lorries and fly across the world to compete in one of the Championship Grand Prixs.

FORMULA 1

C+VG REVIEWS 23



▲ *The race side paddock.*

handling characteristics. The graphics of the wind whipping over the top of the car are brilliant.

Once you've taken care of setting up the car its time to hit the tarmac and try out your beautiful racing machine.

It's here that you must learn how to treat your car and how to steer. I imagine, from complexity and detail of the game, that the car steers very much like a real Ferrari – it's difficult. It is very easy to oversteer and you'll often drive off the track or end up doing an 180 degree spin.

Having mastered driving the car (!), it's time to load up the lorries and take off for the first race of the season – The Brazilian Grand Prix in Rio.

▲ *Choose your destination and then catch the plane.*

▼ *Steering can prove difficult sometimes!*

The game allows you to play at three different levels – Formula One, Two and Three. It's best to start the game at the Formula Three level as you don't need to worry about changing gear and the team manager makes suggestions as to tyre combinations, the suspension, turboboost and gear-box settings.

The Wind Tunnel part of the game is one of the best graphic screens in *Ferrari Formula One*. In this section you can alter the angle of the wings of your Ferrari to make it more aerodynamic and change the car's road

Each Grand Prix begins with a practice lap two days before the race, in the afternoon is the first qualifying race where you must try your hardest to get a good lap time. The next day there is another practise and the final qualifying race.

On the morning of the race there is 30 minute warming-up session, and then it's your opportunity to get on the stating grid and become world champion.

Apart from my criticism about not feeling as if I was driving at 200mph, the game is undoubtedly a classy piece of software that will appeal to anyone with a real interest in motor racing.

Ferrari Formula One is sophisticated, complex, testing and very absorbing game perhaps it's only problem is that it's not very exciting.

- ► **GRAPHICS** 8
- ► **SOUND** 7
- ► **VALUE** 6
- ► **PLAYABILITY** 7

Win the day out of your life

Look, this is quite simply the best day out you will ever have for nothing. I will chauffeur you around all day in a Ferrari (Who am I? I'm the Editor of C + VG.) I will pick you up from home in the morning. Take you to school/work/college where the hell you like. Ferry you at lunch time to the best hotel in your home town, take you home, and present you with a framed photo-cartoon strip of your super day out. This will also be published in this magazine in a future issue.

To win the **Day Out of a Lifetime Compo**, simply write in and tell me in not more than one hundred words where you would most like me to take you, and why. Who knows – I might just take you there.

Name.....

Address.....

.....

.....

I would like the Ed to chauffeur me to

.....

in a Ferrari because

.....

.....

MACH 3

ATARI ST SCREENSHOTS

loriciels®

Here at last! The game for the super heroes amongst you . . .

A fantastic arcade game in which you must reluctantly leave the beautiful Gwendoline behind and go and fight the monstrous Sfax.

Sfax is a mutant sorcerer from the Red Planet who has cast an evil spell over your ravishing companion, who is now dying a slow and cruel death.

You have no choice but to go beyond the portals of space and time in order to find this evil sorcerer, the physical embodiment of Sfax, and to destroy him!

Wait no more. Take charge of your super vessel . . .

- Incredible arcade flight/fight sequences
- Superb voice simulation and soundtrack
- Stunning graphics with different levels of scenario

"The graphics and sound are great! Solid colourful sprites with very pretty backgrounds in a realistic manner. MACH 3 is great fun and very addictive from the start. This is a fast shoot-'em-up in the best tradition." – GAMES MACHINE

AVAILABLE ON:

SYSTEM	FORMAT	PRICE
Amstrad/Schneider	Cassette	£9.99
Amstrad/Schneider	Disc	£14.99
Atari ST		£19.99
Amiga		£19.99
IBM PC + Compatibles		£24.99

LORICIELS LTD.
Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX
Telex: 336130 ELITE G

SHUK + doode

ART:
SIMON HARRISON
SCRIPT:
SIMON HARRISON
TIM CROWFOOT
LETTERS:
IVOR WIGGETT

NOT EVEN THE POLICE ARE YET AWARE OF OUR LITTLE VISITORS. THREE DAYS NOW AND STILL NOTHING. WHEN WILL THEY SHOW THEMSELVES?

NOTHING. NOTHING. NOTHING.

HOWITZER

THE BEER FOR MEN!

THOSE POLICE REPORTS I HACKED INTO YESTERDAY WERE USELESS. THEY'RE AS MUCH IN THE DARK AS I AM. IRONIC THAT I SHOULD TURN TO THEM FOR HELP... NOTHING IS SAFE FROM THE SCHRANK PANTHER. NOT CONFIDENTIAL POLICE COMPUTER FILES, CERTAINLY NOT THEIR EVIDENCE.. NOW THERE'S A THING.

A SKULL AND BOOK BOTH OF INDETERMINATE AGE, UNKNOWN ORIGIN AND COMPOSITION. FOUND IN THE AFTERMATH OF AN EXPLOSION AND RAGING FIRE...

TDK

I WIPED THE FILE.

I TRANSFERRED THE EVIDENCE.

HOWITZER

THE BEER FOR MEN!

THE AUTHORITIES WILL NOT BE PLEASED.

BUT STILL MY SEARCH IS FRUITLESS. WHERE CAN THEY BE?

I'LL SNATCH THE EVIDENCE TONIGHT, BEFORE IT'S MISSED. THERE SHOULDN'T BE ANY RECORD OF WH...

THREE DAYS AGO ON THE LATE TRAIN MAN. TWO UGLY KIDS, ONE OF THEM HAD A BIG GUN.. WHAT?... WELL THEY PULLED THE EMERGENCY BRAKE. JUST LIKE THAT... WHAT?... OF COURSE I'M UPSET MAN! I BROKE THREE FINGERS WHEN SOME FAT GUY LANDED ON ME

SENSELESS AND BIZARRE! THIS IS DAN DAN YOUR UP TO THE MINUTE ROVING MAN BRINGING YOU THE UP TO THE MINUTE NEWS ON THE ROVING PROGRAMME. MONSTERS ON THE UNDER-GROUND! DEVILS IN CENTRAL LONDON! CHARLES SMITH, NIGHTWATCHMAN AT THE WORLD FAMOUS TOYSHOP HAMLEYS OF LONDON, RESIGNED TODAY AFTER SENSATIONAL CLAIMS!...

YES FOLK'S OLD CHAS INSISTS HE WAS BRUTALLY SAVAGED BY A STUFFED TOY THAT LEAPT OFF THE "UGGLY KUDDLY" DOLL RACK WHILE HE DID HIS ROUNDS ON TUESDAY NIGHT. "IT TRIED TO SHOOT ME" HE SAID, "IT BIT MY FOOT" ARNOLD PEEM, SHOP MANAGER, DISMISSED THE CLAIMS AS, "THE BIGGEST LOAD OF CODSWALLOP I'VE EVER HEARD. THE OLD FOOL PROBABLY GOT DRUNK ON DUTY AND FELL DOWN SOME STAIRS. BUT DON'T QUOTE ME ON THAT."

NEVERTHELESS MR. SMITH'S ASSAILANTS APPARENTLY CRASHED THROUGH THE FRONT OF THE SHOP AND WERE LAST SEEN FLEEING INTO OXFORD STREET TUBE STATION WITHOUT PAYING THEIR FARE! THE ATTACKERS WERE DESCRIBED AS BEING "SMALL AND HIDEOUS TO LOOK UPON. ONE WAS BALD, THE OTHER HAD THIS OUTRAGE-OUS HAIRSTYLE AND GLASSES. THE BALD ONE SHOUTED A LOT."

MALFORMED MIDGETS MANIACS MARAUDING OUR METROPOLIS? OR MYSTERIOUS MYTH? THERE'S NOT MUCH TO GO ON FOLKS, BUT WE'LL KEEP YOU INFORMED, HERE ON THE ROVING PROGRAMME. NEXT UP, EXPLODING HAMSTERS IN HAMPSTEAD! BUT FIRST, HERE'S A LITTLE MESSAGE FROM OUR SPONSORS....

TUBE TERROR

TUBE

HAMLEYS HORROR

TUBE TERROR

TUBE TERROR

IT'S THEM! IT HAS TO BE THEM! SO THE LITTLE ONES WENT WEST. THERE IS NO TIME TO LOSE - THE EVIDENCE MUST WAIT!

TDK

1 2 3

SONY

MAYBE I'LL FIND THE LITTLE FIENDS AFTER ALL

HOWITZER

THE BEER

CANON

TDK

EMPIRE

LATE NIGHT HORROR DOUBLE BILL

EVIL DEAD III + NIGHTMARE ON ELM ST. 5

Empire dancing

PUKES BURGER BAR

TROCADERO

KINGS OF THE GAMEPACK

More Games!

The
GREATEST EVER SPORTS PACK
FEATURING

OVER 20 EXCITING EVENTS

· WEIGHT LIFTING ·
BASKETBALL · SOCCER · VAULT · SWIMMING
GIANT SLALOM · SPRING BOARD DIVING
PING-PONG · PISTOL SHOOTING · CYCLING
SHOOTING · ARCHERY · TRIPLE JUMP · ROWING
PENALTIES · SKI JUMP · TUG OF WAR · TENNIS
BASEBALL · BOXING · SQUASH · SNOOKER/POOL

10 HIT GAMES

A GIANT CONTEST
OF SKILL STRENGTH & STAMINA

AMSTRAD COMMODORE SPECTRUM

CASSETTE £12.95 DISK £17.95

More Thrills!

Special BUMPER Pack

All these hit games in a special pack for the price of one *PLUS*
Yie Ar KUNG~FU FREE

SPECTRUM AMSTRAD COMMODORE — CASSETTE 9·95 — DISK 17·95

More Value!

5
ALL-ACTION COMPUTER HITS
FEATURING ✸ ARMY MOVES
✸ GREEN BERET ✸ THE GREAT ESCAPE
RAMBO FIRST BLOOD PART II ✸ TOP GUN

DON'T MISS!...
LIVE AMMO

AMSTRAD COMMODORE SPECTRUM — 9.95 CASSETTE — 14.95 DISK

Ocean Software Limited, 6 Central Street, Manchester M2 5NS. Telephone 061 832 6633. Telex 669977 OCEANS G

HERE I SIT, ALONE IN THE DARK WITH MY COMPUTER AND INFORMATION TREMOR BOARD, AND I WAIT... LIKE A GLUTTONOUS CAT. FOR A STATEMENT. A POLITICAL GESTURE. A CRIME. SOME SCANDALOUS MORSEL THAT MAY BE USED TO MY ADVANTAGE...

I AM ONE HUNDRED AND FORTY EIGHT YEARS OLD... DO NOT EAT, DO NOT SLEEP.

WHO AM I?..

I AM NOT A HAPPY MAN. I AM BLIND, I AM DUMB. I HEAR NO EVIL, SEE NO EVIL, SPEAK NO EVIL... MEMORIES. WHEN WILL THE DARKNESS CLAIM MINE. ANOTHER MEMORY IS LOST AND SO FEW STILL REMAIN...

I HAVE SIX STRONG SONS BUT DEPEND ON NO ONE. CANNOT SEE CANNOT HEAR, BUT NOTHING MAY PASS ME UNNOTICED. MY SUPERIORS FEAR ME, MY BOYS REVERE ME. I MURDERED MY WIFE, WITH HER LAST BREATH SHE NAMED ME. I AM THE LEADER OF THE KNIGHTS OF THE WHITE CAMELIA

WHO AM I?...

I AM FEAR, I AM PAIN, GRIEF, CHASTISEMENT WIZARD AND FIEND. I AM THE BLACKEST DARLING. I AM JEH, THE DEMONIC WHORE AND I CALL MY BOYS TO ME...

PHILIPPE ULRICH / DIDIER BOUCHON

CAPTAIN BLOOD

MUSIC JEAN-MICHEL JARRE

A breathtaking galaxy on the outer rim of the universe. Worlds with astonishing creatures and animated 3D graphics, a thrilling scenario bursting with humour, the like of which you've never seen. Everything about CAPTAIN BLOOD makes it the type of game you just HAVE to play.

Hours and hours of discovery, exploration, dialogue, (hyperspace wapts) and hotshot low-level flying through rugged mountain ranges and dizzying canyons.

New sensations are guaranteed in this tragic, moving, funny and thrilling adventure. CAPTAIN BLOOD is a game for everyone, breaking new ground in the universe of computer entertainment. Welcome to the age of the bio-game.

ERE INTERNATIONAL

INFOGRAMES

DISTRIBUTED BY INFOGRAMES UK

MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDSX. EN1 2RQ TEL: 01-364 0123 FAX: 01-360 9119

THE HEAT'S ON IN SKATE CITY

Screen shots from arcade version.

- *"Those who like their action fast and furious should enjoy 720°"* ZZAP 64!
- *"A faithful and enjoyable conversion"* ZZAP 64!
- *"One of USG's best conversions to date"* COMMODORE USER
- *"For my money this is not just as playable as the coin-op it is infact much more playable"* COMMODORE USER
- *"Fans of the arcade original and novices alike should love this playable and addictive game – one of the most original to emerge this year"* GAMES MACHINE
- *"U.S. Gold has set a superb standard"* CRASH
- *"720° is the epitome of a classic. Its got every element of a great game"* SINCLAIR USER
- *"Did we flip over it? You bet!"* SINCLAIR USER (Nominated a Sinclair User Classic)
- *"Virtually flawless arcade game. Addictive smooth and slick, easily U.S. Gold's finest hour. Don't miss this one"* SINCLAIR USER (Nominated a Sinclair User Classic)

AMSTRAD
£9.99t. £14.99d
CBM 64/128
£9.99t. £11.99d
SPECTRUM
£8.99t

720°

INCLUDING ORIGINAL ARCADE MUSIC

THE ULTIMATE SKATE BOARD SIMULATION
THE ULTIMATE MANOEUVRE!

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

MY SONS. A GREAT SCIENTIFIC WORK HAS BEEN BROUGHT TO MY ATTENTION, "THE BOOK OF MANIFESTATIONS!" I BELIEVE THAT ON THE NIGHT OF THE 25th SEPTEMBER ITS MISUSE LED TO THE PARTIAL DESTRUCTION OF A TOWER BLOCK IN EAST FINCHLEY. IT AND CERTAIN OTHER UNUSUAL EVIDENCE HAS VANISHED FROM POLICE LABORATORIES. AN INTRUDER HAS ENTERED, PILFERED AND THEN ERADICATED ALL COMPUTER RECORDS CONCERNING THESE ITEMS. I WANT THEM FOUND. I WANT HIM FOUND. I WANT HIM PUNISHED. YOUR WORK IS OF NO INTEREST TO THE PUBLIC, THEY NEED KNOW NOTHING OF YOUR ACTIVITIES. BURY THIS CASE. BURY IT DEEP. HALT THE POLICE INVESTIGATION. I FEEL THIS IS NONE OF THEIR BUSINESS AS I'M SURE YOU WILL AGREE. TOO MUCH IS HIDDEN FROM ME AND I FIND THIS DISTURBING. YOUR BROTHERS ARE AWAY ON BUSINESS, THEREFORE YOU MUST WORK ALONE.

BELIAL, LUCIFER. YOU WILL OBEY YOUR BROTHER. AS ALWAYS I LEAVE ASMODEUS IN CHARGE. USE ALL NECESSARY FORCE TO ATTAIN YOUR OBJECTIVE.

DO NOT FAIL ME...

REST EASY POPPA. THE EVIDENCE WILL BE FOUND. YOU HAVE MY WORD...

I WILL BRING YOU THE SUBVERSIVE'S REMAINS IN A BUTTER DISH AND I WILL DYE MY HAIR WITH HIS BLOOD....

YOU WILL PERISH IN FLAMES

1 Bridge Street
Galashiels
TD1 1SW

Access

VISA

WORLDWIDE SOFTWARE

Also at:
49 Stoney Street
Nottingham
NG1 1LX
Formerly Micromagic

AMIGA		ATARI ST		SPECTRUM		SPECTRUM + 3 DISK		CBM 64/128	Cass	Disk	SEGA	
Aaargh!	14.55	Alt World Games	13.25	A.T.F.	7.25	Adv. Tact. Fighter	9.45				Afterburner	PHONE
Arena Bratacus	12.95	Blacklash	11.95	Arkanoid II	5.95	Arkanoid Rev. Doh	9.45	Aaargh!	7.25		Chopliffer	18.35
Backlash	14.55	Bad Cat	13.25	Bangkok Knights	7.25	Best of Elite 1 or 2	10.85	Airborne Ranger	10.95	14.95	Enduro Racer	18.35
Bad Cat	17.95	Barbarian (Palace)	9.95	Bedlum (128)	6.65	Bubble Bobble	9.45	Arcade Alley	7.25	10.95	F16 Fighter	13.75
Barbarian (PSYG)	17.95	Barbarian (Psyg)	16.45	Blood Valley	7.25	Carrier Command	10.85	Arkanoid Rev. DOH	6.55		Fantasy Zone	18.35
Battleships	14.55	Battleships	13.25	Boot Camp	6.55	Colossus Chess 4	10.85	Bad Cat	7.25	8.95	Gangster Town	18.35
Blood Valley	14.55	Black Lamp	13.25	Buggy Boy (48 or 128)	5.95	Combat School	10.85	Bedlam	7.25	8.95	Missile Def 3D	22.95
California Games	17.95	Blood Valley	13.25	Carrier Command	10.80	Deluxe Scrabble	11.95	Blood Valley	7.25	10.95	Out Run	22.95
Carrier Command	17.95	Bubble Bobble	13.25	Championship Sprint	7.25	Defektor	9.45	California Games	4.99	8.99	Quartet	18.35
Deja Vu	21.95	Buggy Boy	13.25	Combat School	5.95	Driller	13.50	Championship Sprint	7.25	10.95	Space Harrier	22.95
Destroyer	17.95	Carrier Command	16.45	Compendium	5.95	Elite Six Pack 1 or 2	10.85	Chernobyl Syndrome	7.20	8.95	Spy Vs Spy	13.75
Dev. Pac	59.95	Crazy Cars	16.45	Dan Dare II	5.95	Firefly	10.85	Chuck Yeager AFT	7.99	14.95	World Soccer	18.35
Dick Special	17.95	Defender of Crown	19.95	Dark Sceptre	5.95	Five Star Games 3	10.85	Combat School	6.55	9.55	Zillion	18.35
Eagles Nest	14.55	Dev Pac ST	14.95	Driller	10.80	Game Set & Match	13.50	Dan Dare II	6.55			
Flight Sim II	35.95	Dig Drum	22.95	Firefly	5.95	Gary Lineker Soccer	9.45	Defender of Crown	9.55	10.95	NINTENDO	
Football Mang II	14.55	Dungeon Master	16.45	Flying Shark	5.95	Gauntlet II	9.45	Driller	10.95	13.25		
Garfield	14.55	Enduro Racer	9.95	Football Manager II	7.25	Gryzor	10.85	Epyx Epics	4.99		Donkey Kong 3	18.35
Garrison	21.95	Flight Sim II	32.95	Game Set and Match	9.45	Guild of Thieves	11.95	Firefly	6.55	9.55	Donkey Kong Jnr	18.35
Gridiron	16.95	Football Manager II	13.25	Garfield	6.55	Gunship	9.45	Football Director	6.55		Gyromite	27.95
Gridstart	7.25	Garfield	13.25	Gary Lineker Soccer	5.95	Hit Pack Top Ten	9.99	Football Manager II	7.25	10.95	Mario Bros	18.35
Gunship	17.95	Gauntlet II	13.25	Gauntlet II	6.55	Jinxter	11.95	Frightmare	7.25		Popeye	18.35
Hollywood Poker II	14.55	Gunship	16.45	Gryzor	6.55	Knight Orc	14.95	Game Set & Match	9.55	10.95	Super Mario Bros	18.35
Hot Ball	14.55	Hollywood High Jinx	19.95	Gunship	7.25	Live Ammo	10.85	Gauntlet II	7.25	8.95	Urban Champion	18.35
Jinxs	17.95	Impos Mission II	13.25	Gunsmoke	6.55	Madballs	10.85	Gunsmoke	7.25	10.95	Wild Gun Man	26.95
Jinxter	17.95	Karate	6.95	Ikari Warriors	5.99	Magnificent 7	13.50	Ikari Warriors	7.25	10.95	Zapper Gun	18.99
Kampfgruppe	17.95	Lattice C	9.95	Impos Mission II	6.55	MatchDay II	10.85	Impossible Miss II	7.25	10.95		
King of Chicago	21.95	Leather Goddess	19.95	Int Karate +	7.25	North Star	9.45	IO	6.55	9.55	DISKS	
Leisuresuit Larry	14.55	Oids	13.45	LastNinja	7.25	Out Run	10.85	Jinks	7.25	8.95		
Mercenary Comp	17.95	Out Run	13.25	Magnetron	5.95	Pegasus Bridge	13.50	Jinxter		14.95	10 x 5.25 Blank	6.99
Obliterator	17.95	Pac Land	13.25	Mini Office	5.95	PHM Pegasus	11.50	Living Daylights	4.99		10 x 3 Blank	24.95
Pac Land	14.55	Pascal	69.95	Northstar	5.95	Platoon	10.85	Matchday II	6.55	9.75	10 x 3.5 Blank	9.95
Phantasie III	17.95	Phantasie III	16.45	Out Run	6.55	Rastan Saga	10.85	Pac Land	7.25	10.95		
Police Quest	17.95	Power Play	13.25	Platoon	7.25	Renegade	10.85	Phantasie III		14.95	PERIPHERALS	
Powerplay	14.55	Quantum Paint	18.95	Predator	7.25	Solid Gold	10.85	Pirates	10.95	14.95		
Red October	17.95	Rampage	9.95	Roadwars	7.25	Sorceror Lord	13.50	Platoon	7.25	10.95	Cheetah 125 +	6.95
Roadwar Europa	17.95	Red October	16.45	Roy of Rovers	7.25	Star Wars	10.85	Power At Sea	7.99	11.99	Mach 1 +	13.95
Roadwars	14.55	Road Wars	13.45	Rygar	6.55	Starglider	13.50	Predator	7.25	10.95	Speedking	11.99
Shadowgate	17.95	Space Harrier	13.25	Side Arms	6.55	Super Cycle	9.45	Red October	10.95	14.95	Comp Pro 5000	12.95
Star Wars	14.55	Starwars	13.25	Star Wars	7.25	Tasword	14.95	Roadwars	7.25		Comp Pro 5000 Clear	13.95
Superbase Personl	99.95	Subbattle Sim	16.45	SS Basketball	7.25	Tetris	9.45	Stealth Fighter	10.95	14.95	Comp Pro 5000 Extra	14.95
Tass Times	12.95	Terramex	13.25	Super Hang On	7.25	The Pawn	11.95	Test Drive	7.99	11.99	Magnum	10.99
Test Drive	19.95	Test Drive	19.95	Top Ten Collection	7.25	Tomahawk	9.45	The Train	7.99	11.99	Sega J/Stick	13.95
Unival Mil Sim	17.95	Unival Mil Sim	16.45	Victory Road	5.95	Victory Road	10.85	Thunderchopper		14.95	Cruiser	8.99
Winter Olymp 88	14.55	Winter Olymp 88	13.25	Wizard Warz	6.55	Winter Olymp 88	9.45	Top Ten Collection	7.25	8.95		
Xenon	14.55	Wizard Warz	13.25	720	6.55	World Class Lbrd	9.45	Topfuel Challenge	7.25	8.95		
Dip View	199.00	Xenon	13.25	Power Supply	14.95	Four Smash Hits (HWSN)	10.85	4th & Inches	7.25	10.95		
								720°	7.25	8.95		

+ 3 Cass Leads £3.99

Please make cheques and postal orders payable to WORLDWIDE SOFTWARE.

Prices include postage and packing in UK. Overseas orders please add £1.00 per cass/disk for AIR MAIL delivery

Credit Card Telephone Numbers: 0896 57004, 0602 480779

~ClassiFieD ADvertiseMenTs~

FREE MEMBERSHIP

Hire software for CBM 64 Spectrum, Amstrad C16, BBC Electron, VIC 20, Atari. Also Massive CBM Disc Library. Also Atari Disc Library. For your membership kit send 2 x 18p stamps and state which micro to:

Spectrohire Software Club (CV)
27 Colville Terrace, Nottingham NG1 4HL

MATRIX HIRE

The cheapest way to play them all.
Top games titles for Spectrum, Commodore and Amstrad. Disks and tapes for Amstrad and Commodore. Please state system.
Matrix Leisure Club, (Dept. CVG) 21 Stanstead Road, Bishop's Stortford, Herts CM23 2BT

If you would like to advertise in our classified section the cost is only £16.50 + VAT per single column centimetre
For further details call
LORA CLARK
01-251 6222 Ext 2478

ATARI 400/600/800XL/ST AMIGA SOFTWARE

We have all round selection of disks, cassettes and cartridges.
FOR HIRE. Apply now and hire your first four games free. Around 1,500 different original titles. For full details send large stamped addressed envelope or telephone evenings 7pm-10pm or weekends.

LOW ATARI PRICES
Atari 520 STFM **£299.90** post free + 15 disks
Antic and Analog magazines available
Amiga A500 at only **£469.90** p.f.

BEST QUALITY DISKS
Memorex 5¼" S.S./DD Discs 10 for **£11.95** p.f.
Unlabelled 5¼" D.S./DD Discs 10 for **£4.95** p.f.
Top quality unlabelled 3½" double sided disks:
10 for **£12.95** 51 for **£54.95**
25 for **£29.95** 100 for **£99.95**

GAMES & SOFTWARE CLUB
Dept. C+VG, 35 Tilbury Road, Thorney Close, Sunderland SR3 4PD
Tel: (091) 528 6351

UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64
NOW ALSO FOR THE ATARI ST
Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG), 15 Tunwell Greave, Sheffield S5 9GB

DISCOUNT SOFTWARE

Up to 21% off RRP for ATARI, COMMODORE, SPECTRUM, AMSTRAD, BBC, MSX and IBM PC. Ring for Info Pack on any of the above machines. 24 hour HOTLINE: 0455 613377.
B. BYTES COMPUTER SYSTEMS, 19 Southfield Road, Hinkley, Leicestershire LE10 1UA.
ATARI SPECIALISTS

MICROPROSE

SIMULATION • SOFTWARE

THE ACTION IS SIMULATED
THE EXCITEMENT IS REAL!

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

Frame Up!

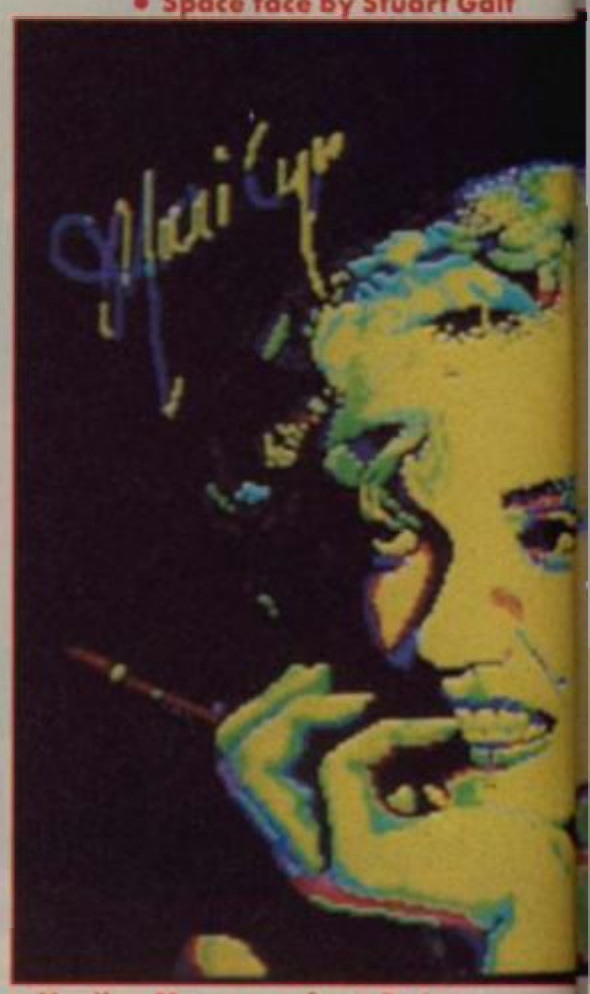
Okay, it's time to join the frame game again. First up is Simon Hal, from Rotterdam, Holland. His offering on the Amiga is a classy *Outrun* and the mystic ninja. Shane Parris, from Llanelly Hill, near Abergavenny, captures *Ratsan* and *Renegade* ads with pixel perfection. Lars Sandness, Norway, harks back to the Bug Hunters on his Amiga.

Christopher Slinn, from Alderney, takes his Amstrad into orbit with this spaceman, into action with a Tomcat and delves into mysteries of the tarot. And Alastar Moffatt, from Blackpool, shows that the Spectrum still has a lot to offer with these classy pics. As does Stuart Galt, from Dumbartonshire, and Bill Bolton, Clwyd, North Wales. Finally, D. James, from Braunton, North Devon, puts his ST through its paces with *Marilyn Monroe*.

• Bill Bolton's winning smile

• Space face by Stuart Galt

• What a cutie – another from Bill

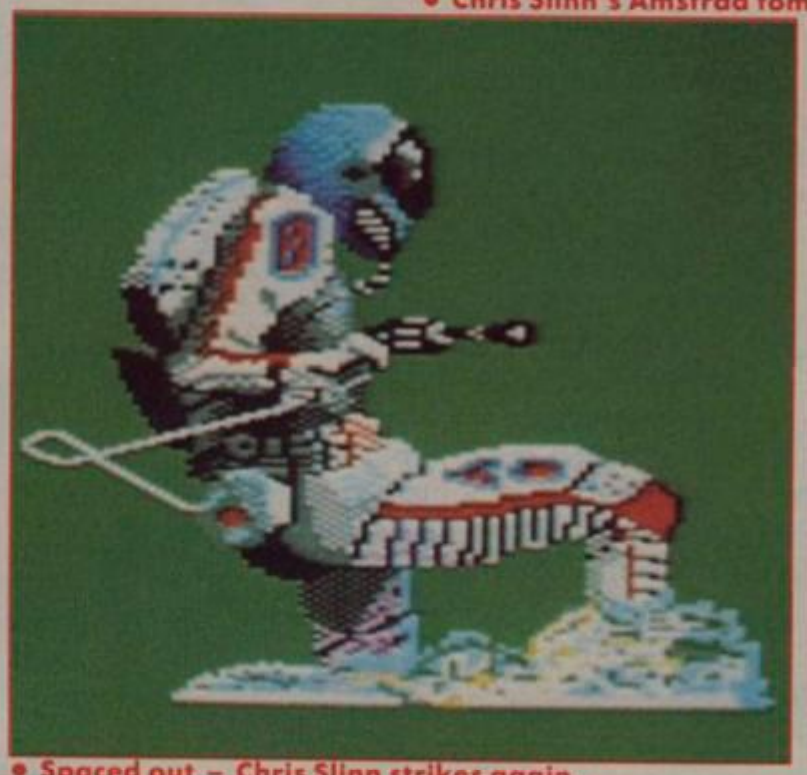


• Marilyn Monroe – from D. James

忍者

• Simon Hal's ninja warrior

• Chris Slinn's Amstrad tomcat



• Spaced out – Chris Slinn strikes again

• Protect against the Amiga virus!

D&D from Alastar Moffatt

• Grill's back from Norway's Lars

DATA EAST'S

ARCADE ALLEY

A SIX GAME ACTION PACKED COMPILATION FEATURING

KUNG FU MASTER Battle the deadly guardians and demons armed with nothing more than your own martial arts skills. **EXPRESS RAIDER** Hold ups, robberies and roof top fights ... a wild west classic. **BREAKTHRU** from 400 miles behind enemy lines, recover PK430. A revolutionary fighter in a revolutionary game. **TAG TEAM WRESTLING** Body slams, drop kicks, backbreakers and flying head butts – stamina and teamwork are the keys to championship success. **LAST MISSION** Armed with the most sophisticated weapons systems and guarded by a protective forcefield, return to your invaded galaxy to face the most startling of death defying odds. **KARATE CHAMP** Can you master the kicks, spins, reverse punches and blocks needed to retain your title?

SO MUCH EXCITEMENT YOU WON'T KNOW WHICH WAY TO TURN!

CBM 64/128 ONLY **£9.99** Cassette **£14.99** Disk

-4- Game Spectrum version featuring
KUNG FU MASTER • EXPRESS RAIDER
BREAKTHRU • LAST MISSION
£6.99

U.S. GOLD

DATA EAST

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

24 HOUR COMPUTER REPAIRS and COMPUTER SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR · AMSTRAD APPROVED REPAIR CENTRE · SEAL OF QUALITY ·

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

SPECIAL OFFER!

Why not upgrade your ordinary spectrum into the fantastic DK Tronics typewriter keyboard for only **£31.50** including fitting, VAT and return post and packing.
Normal recommended retail price £49.95. Replacement printed DK Tronics key sets **£7.50** including post & packing.

SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as **£19.95** including VAT, post and packing. If you would like us to fit the kit for you just send us **£22.50** which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.

16K to 48K UPGRADE KIT

SPECTRUM + D.I.Y. Upgrade kit for only £24.95 + £1.75p+p

or can be fitted for only **£31.90** + 1.75 postage & packing
LIMITED OFFER

ZX81 SPARES NOW IN STOCK

TEN ★ REPAIR SERVICE

- While you wait Spectrum repairs **£22.50**. Also spare parts over the counter.
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of **£19.95** including post, packing and VAT. (Not a between price of really up to **£30.00** which some of our competitors are quoting). (Mail order only)
- Spectrum 128K-plus 2 repairs **£25.00**.
- Six top games worth **£39.00** for you to enjoy and play with every Spectrum repair.
- We repair Commodore 64's, Vic 20's, Spectrum +2, Commodore 16's and Plus 4's.
- The most up to date test equipment developed by us to fully test and find all faults within your computer.
- Keyboard repairs. Spectrum rubber key boards only **£10.00**.
- 3 month written guarantee on all repairs.

TRADE REPAIRS most welcome

BEST SERVICE – BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the **Number One Repair Company in the U.K.**, or call in and see us at our fully equipped 2,500 square foot workshop with all the **latest test equipment available**. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00**. Please note we gove you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad aproved for quality and speed, don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a:-

FREE

OVERHAUL WITH EVERY REPAIR WE DO:-

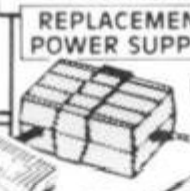
We correct **Colour, sound, Keyboard, Check the loading and saving chip**. Put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed**. All for **an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever**. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A **first class reputation for speed and accuracy**. Don't forget, we also now have a Service Branch in **Manchester City Centre** for while you wait service.

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts. "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

56 way ribbon cable to extend your ports for your peripherals
£10.95 plus £1.75 p&p

SOUND THROUGH YOUR T.V. WITH MEGASOUND
Want better sound through your T.V.? Hear sounds you've never heard before? Then you need 'MEGA SOUND'. Play games with unbelievable mega sound.
£10.95 plus £1.75 p&p

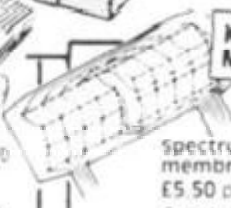
REPLACEMENT POWER SUPPLY



Spectrum replacement power transformer £10.95 plus £1.75 p+p

JOYSTICK & INTERFACE PACK

The Cheetah 125 + Rapid Fire Joystick and Ram Dual Port Turbo interface.
Recommended retail price £20.90
Special offer price **£18.95**
Items can be purchased separately. Ram Dual Port Turbo interface **£12.95** + £1.75 p&p
125 + Joystick **£7.95** £1.75 p&p



KEYBOARD MEMBRANES

Spectrum keyboard membranes
£5.50 plus £1.75 p&p
Spectrum Plus spare keyboard membranes
£12.90 plus £1.75 p&p
2x 81 membranes
£5.00 plus £1.75 p&p

COMMODORE POWER SUPPLY

Commodore replacement power transformer **£29.00** plus £1.75 p&p

ON-OFF SWITCHES
FOR THE SPECTRUM AND SPECTRUM +
ORDER No
1067 SPECTRUM
1067A SPECTRUM+
£4.95 + 1.75 p + p

NEW

SPECTRUM + 3 CASSETTE LEADS
LOAD YOUR CASSETTE SOFTWARE INTO YOUR +3 USING THESE LEADS.
ONLY **£4.50**
£1.75 p&p

ORDER No. 1062 SELECTOR CONNECTOR R.R.P. £5.95 + 1.75 p + p

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2
SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM +2 COMPUTERS TO MOST JOYSTICKS

NEW

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 × 18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

VideoVault Ltd.

140 High Street West, Glossop, Derbyshire SK13 8HJ.
Tel: 04574-66555/67761
Head Office & Access & Visa orders, queries.
Manchester 061-236 0376 while you wait repair centre only

OPEN 7 DAYS A WEEK
MANCHESTER MON - SAT ONLY

POST + PACKING CHARGES UK ONLY
OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

SPECIAL OFFER NOW

PLUS BONUS 6 GREAT FREE GAMES
FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD, MEMORY TEST.
NORMAL RECOMMENDED RETAIL PRICE **£39.00**
YOURS FREE WITH EVERY SPECTRUM REPAIR

© COPYRIGHT VIDEOVAULT LTD No. 881052 FAX No.04574 68946

ADVENTURE

helpline

It isn't often that I give away the basic secrets of a good adventure, but **Sheila Dwyer** of Bracknell was certainly a deserving cause! Her sons got a Spectrum for Christmas, and with *The Count* still unsolved, Sheila was worried: "I shall never know how to kill the Count, and I must admit I am curious. So before the poor old Count finally leaves our premises, can you provide me with the answer ...?" So I did – how could I refuse a request like that?

Wow – here's some more oldies coming up! Remember Pettigrew – the chappie from Shard's Software, whose Diaries featured in an adventure? **Mrs. Rush** of Pinner, keeps finding the Underground shut in the second part of the game, and she can't get Barry Maniloe's room number. Mrs. Rush also asks if there is a quick way of getting to the boat in *Sphinx*, and what to do at the island.

Finally, *Adventure* (that's the name of the adventure) is bothering our Mrs. Rush. If my memory serves me correctly, this was originally available on ye olde Acorn Atom, and I reviewed it back in August 1982 - before our new Big-ed got out of his nappies and into *C+VG* as a staff writer! Mrs. Rush and her fellow adventurers are sure there is a way into the dungeon other than by killing the princess, but where?

There can be no doubt that game of the month in the *Helpline* mail, is *Rigel's Revenge*. Was there a single letter that didn't mention it? Well, just about! How do you get past the hut by the minefield, asks **Nigel Budd** of Aberystwyth. Nigel would also like to enter the bungalow without getting caught. Of course, the net is the main problem - so peruse the clue section for a few answers.

"I don't think it is fair to compare adventure systems," writes **Philip Riordan**, from Tipperary. "Most people who buy games realise that they will probably play a game on another format, ie playing *Guild of Thieves* on an ST and then playing it on a Spectrum. So seeing a low rating for a Spectrum version that is also available on an ST will dishearten ST owners and in some cases they will miss a great game."

I disagree, Philip – the ratings are split into different categories, and the review will generally refer to which version was played for review.

Venom is a game that has **Paul Hardy** scratching his head. He can't open the tap room door, nor find the statue of Venom. A football fanatic too, Paul is having trouble with his car. The mechanic he called tells him there's no point in changing the wheel, and promptly drives off! But worse still, for a *Football Frenzy* player he can't persuade the players to go on the field! That is ridiculous!

Or is it? **Mark Griffiths** of Huyton, can't even do a simple thing like making a phone call in this game, for he can't use the index. And in *Lifeterm*, Mark would dearly love to discover how to use the data terminal.

Yup! *Jinxter* can be solved by mere mortals! Assuming, that is, **Anthony Webber** and **Matthew Carmody** of Chew Stoke are not demi – gods! Are they the first to solve *Jinxter*,they ask?

news

Mindfighter is expected to be released by Activision during March or April, for a wide range of machines, including C-64 tape and disk, Spectrum 48/128, Amstrad CPC, Amstrad PCW 8256, IBM PC, Amiga, and Atari ST. The Spectrum version will look to see what size machine it is in, and then load extra modules into a 128K machine. Prices are not yet announced. *C+VG* will be bringing you a full review next month.

Legend Of The Sword is a new graphic adventure about to be sprung by Rainbird Software. Written by a new name in the adventure field, Eastbourne based Silicon Software, Legend, will be available for Amiga and Atari ST for £19.95. Due for release during March, we will be bringing you a full review in the next issue.

Based on Spanish exploration of the New World, **Seven Cities Of Gold** has you as an old world adventurer, setting sail in search of legendary fortune and hidden gold mines. From Mississippi to Amazon, from the Great Lakes to the Straits of Magellan, the adventurer may find himself face to face with the ancient Incas, or tribes of hunters, and must learn how to interact with them.

Infocom announces a new form of interactive fiction, Infocomics. Branching storylines without puzzles, Infocomics will be illustrated in comic style by Tom Snyder Productions.

Three titles are already lined up: Steve Meretsky's **'Lane Mastadon vs the Blubbermen,** a 1930s sci-fi comic spoof; **Pit of a Thousand Screams,** a superhero tale by Amy Briggs, featuring Gamma Force; and **Assault on – Egreth Castle,** a Zorkquest fantasy adventure.

ADVENTURE clues

ADVENTURE CLUES

Help came this month from: Tom Karlsen, Kolbjornsvik, Norway; Nigel Budd, Aberystwyth; M. Craven, Lincoln; Anthony Webber and Matthew Carmody, Chew Stoke.

UNINVITED:
Use the no-ghost bottle to kill the lady. To pass the dogs, say INSTANTUM ILLUMINARIS ABRAXAS. To pass the chapel, say SPECAN HEAFORD ABRAXAS to the statue head.

RIGEL'S REVENGE:
After examining the panel in the tank, leave it, and return later and press the switch, to open the cupboard. Don't get strung up – throw some rubble!

FRANKENSTEIN:
From home to ravine: E,E,N,N,E,N,W. Look around to find the tree, and make sure you jump to the ground!

THE COUNT:
He's not in the box at night – nobble the lock then!

JINXTER:
Ash should not be overlooked: it may be overlooked in the end!

GUILD OF THIEVES:
A fly jam could jar a spider.

LURKING HORROR:
The stubborn wall must be tackled either from both sides, or from only the other side.

Cybernoid - The Fighting Machine - will excite your senses more than any other game. It's action-packed excitement right from the start. Incredible music, stunning graphics, sprites, crashing explosions and bomb blasts that are out of this world. Hold on to your seat, keep your finger on the trigger - this is another major hit from Raffaele Cecco who gave you Exolon. Stay with the hit games from Hewson!

SPECTRUM
Cassette £ 7.99
+3 Disc £14.99

COMMODORE
Cassette £ 9.99
Disc £14.99

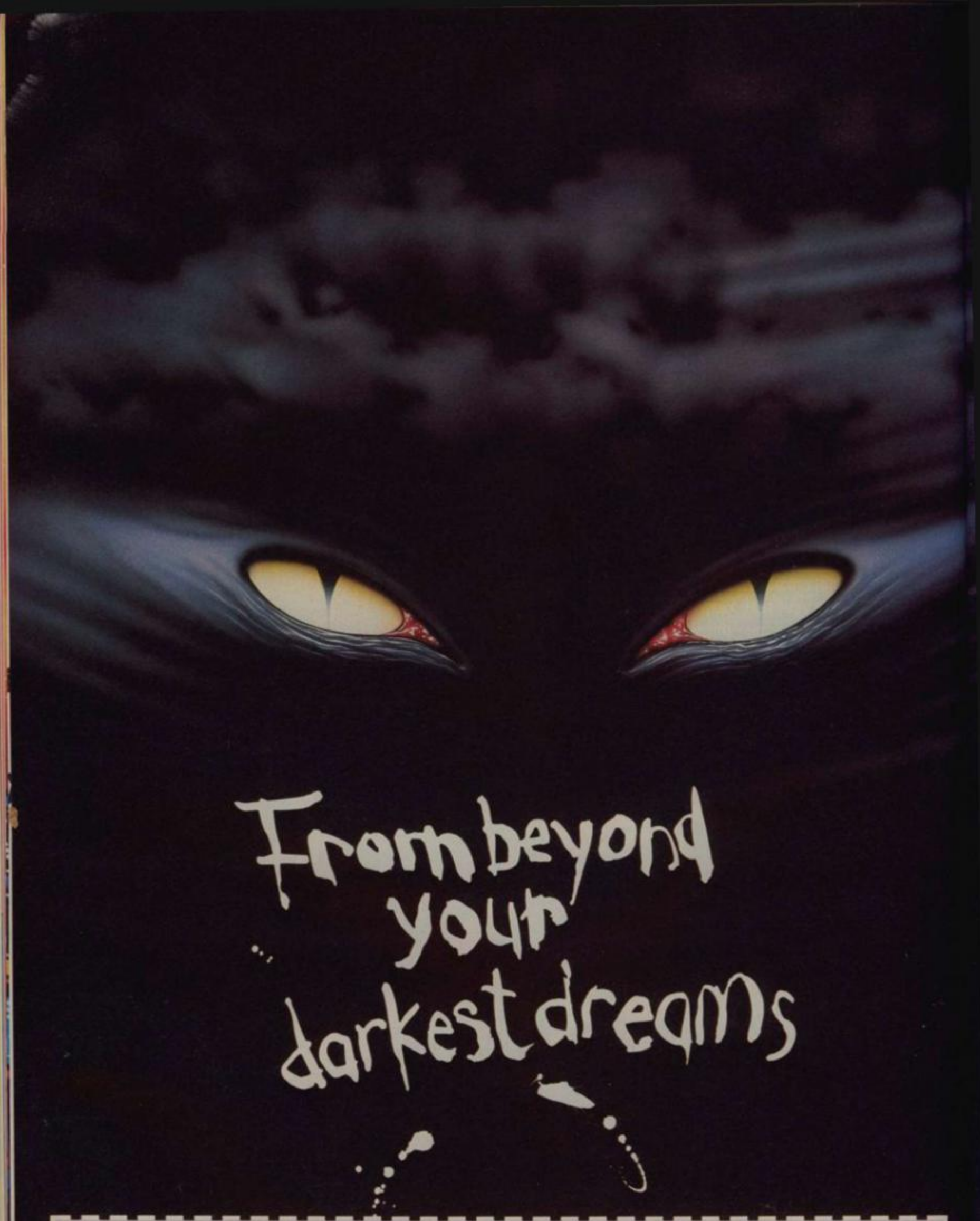
AMSTRAD
Cassette £ 9.99
Disc £14.99

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.

HEWSON

Hewson, Milton Park, Milton, Abingdon, Oxon OX14 4RX

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.



FRIGHTMARE is available now from all good software retailers and by mail order. Indicate the items you require, complete the coupon and send it to:

Dept FMARE, Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate HG1 5BG, England.

	DISK	QTY	CASSETTE	QTY	TOTAL £
FRIGHTMARE Commodore 64	£14.95		£9.95		
FRIGHTMARE Spectrum 48/128	£14.95		£9.95		
FRIGHTMARE Amstrad CPC	£14.95		£9.95		
FRIGHTMARE IBM PC	£19.95				
				TOTAL	

or call our 24hr Orderline on 0423 504663
All prices include P&P.

NAME

ADDRESS

TEL:

I enclose cheque/postal order for £_____ made payable to Cascade Games Ltd.
Alternatively, you may pay by Access, Visa, American Express or Diners Club.

CARD NO.

EXPIRES

Please allow 28 days for delivery.
Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate HG1 5BG, England.

SIGNED

Frightmare

"Now I lay me down to sleep, I pray the Lord my Soul to keep.
If I should die before I wake, I pray the Lord my Soul to take ..."

CASCADE

Frightmare - A computer game for the Commodore 64, Spectrum, Amstrad and soon on the IBM PC. Cassette £9.95. Disk £14.95 (IBM £19.95).

Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate, N. Yorks. Tel: 0423 525325. Fax: 0423 530054.

ADVENTURE reviews

BORDER ZONE

► **SUPPLIER: ACTIVISION/ INFOCOM**
► **MACHINES: C-64/128, IBM PC**
► **PRICE: C64 £19.99 (disc), PC £24.99.**
► **KEITH**

Border Zone, written by Infocom co-founder and co-author of *Zork*, Marc Blank, is another departure from Infocom's usual style. Like Nord and Bert, it is split into chapters – three in this case. Also, it has built-in Invisiclues; more on them later. But unlike any previous Infocom adventure, this one is played in real time. That means the clock keeps ticking while you are typing, and while you are thinking between prompts.

The first chapter is set on a train near the border of Frobnia, an eastern bloc country. As an American businessman, you are startled when a man suffering from gunshot wounds staggers into your compartment, shoves a secret document in your hands, and begs you to deliver it to his contact at the border station of Ostnitz. He tells you the recognition phrase, and staggering out, you next see him falling off the roof of the train.

Your job is to get information safely into the hands of the contact, one of the many people on the crowded station platform, when the train arrives at the border. But beware! Your contact will address you in Frobnian. Here is where the Tourists Guide Book included in the package will become essential – without it you may all too soon hear the words "Oopzi dazi. Ouzna gotcha." (Pardon me. You're under arrest.)

Next, you play the American spy who passed the businessman the document. Escaping by jumping off the roof of the train, you now have to cross the border on foot. The plot to this chapter I found to be extremely open, with no real pointers as to which way to approach the problems, and for the first time in an Infocom game, I began to lose interest.

• *I spy a tourist*

Finally, you get to be a double agent, who passed the documents to the American spy in the first place. The documents concern the assasination of an American ambassador, and you must prevent it without blowing your KGB cover. Here again, the plot is somewhat open, but there are some obvious things to do to keep you going.

Each chapter is a separate adventure, and because of the many fully implemented garden paths along which the player is led, turns out to be staggeringly small once completed.

For example, in chapter three the major problem revolves around concealing the fact that you have the document. There are many combinations of possibilities which may be attempted, most of which will involve a restart. These all have to be tried just to be discounted, before, finally, the actual solution is enacted, and suddenly the affair is over in no time.

Chapter three gives you 15 real-time minutes to prevent the assassination, which is time for little more than about forty commands. It is necessary to play the chapter a number of times to map it out, before attempting to carry out the quest for real.

The package contains the tourist guide, which is quite an amusing read, and produced in the best infocom spoof-document style. You get a book of Frobnian Railway matches (absolutely authentic in appearance, and completely non-flammamble), a map of the border zone, and a business card, as well as the usual instruction manual, catalogue, special offer card, and disk. The special offer is available from the USA.

There are two game speeds: FAST and SLOW, and these may be changed whilst playing, but I didn't find the real-time element added anything to the game – in fact, I found it a pain. Adventures are for thinking through problems, and it is all too easy in *Border Zone* to act in a hurry because of the clock, and find yourself having to restart as a result. On a 64 (on which I was playing) that is no joke! So as a result, I often found it necessary to use the PAUSE command, especially in the third chapter, where certain replies have to be carefully read, and notes taken, to deduce the whereabouts of the sniper – it changes every time.

And so to the Invisiclues.

• *Food for thought*

• *A tender trap?*

PØLICE QUEST

► **SUPPLIER: SIERRA/ ACTIVISION**
► **MACHINES: ATARI ST: AMIGA; APPLE II; MACINTOSH; IBM PC: £29.99**
► **REVIEWER: KEITH**

Another in the series of animated 3-D adventures from Sierra, *Police Quest* follows a similar format to *Space Quest*. Virtually the full screen is an animated picture, with your character moveable by either joystick or mouse. Moving through a door or other exit starts another graphic loading from the disk, and after a short delay, you arrive in the next room. Run from a hard drive, for which installation instructions are included, these junctions should be speeded up considerably.

At any time, text commands may be entered from the keyboard, and appear on the line below the picture. Replies are displayed in windows superimposed over the picture until ENTER is pressed, and can range in size from a few words to virtually a whole screenful. Therefore, although there are many elements of an arcade adventure, the game is basically problem driven rather than skill driven.

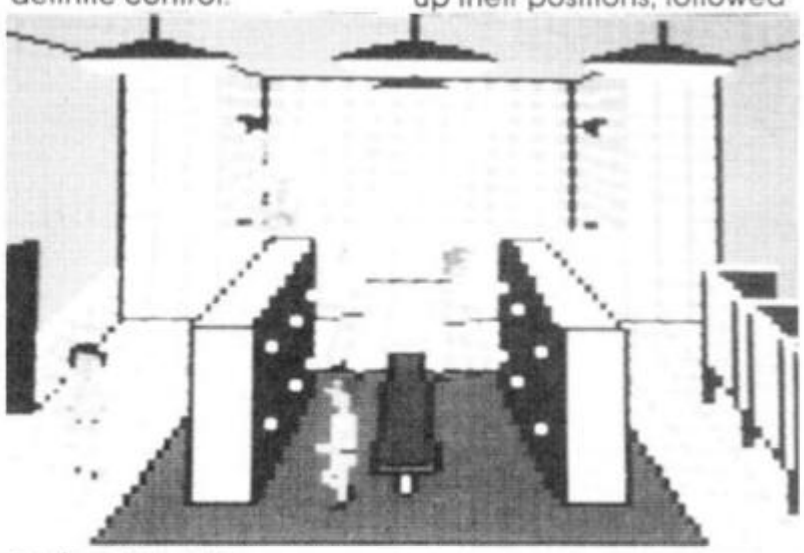
Having said that, it is worth noting that on the ST version that I played, control is far easier with joystick than with mouse. In *mouse mode*, a controllable arrow must be placed in front of the character, and dragged with the button held down in the direction in which you wish to move him – sort of 'tempting' him to follow. I found it extremely difficult to get the little fellow through confined gaps. In joystick mode, which must be set up from the keyboard, the arrow disappears, and the joystick effectively 'becomes' your character, allowing a far more definite control.

The game starts in the police station, where a briefing is about to be held. I didn't realise this, and the first time around, *and walked straight into* the locker room, which was a hive of activity. A few 'colleagues' were changing, one was having a shower, and beneath the door of a toilet cubicle could be seen the feet and trousers of its occupant. I thought I'd pop into a cubicle before having a shower, but I just could not open a door.

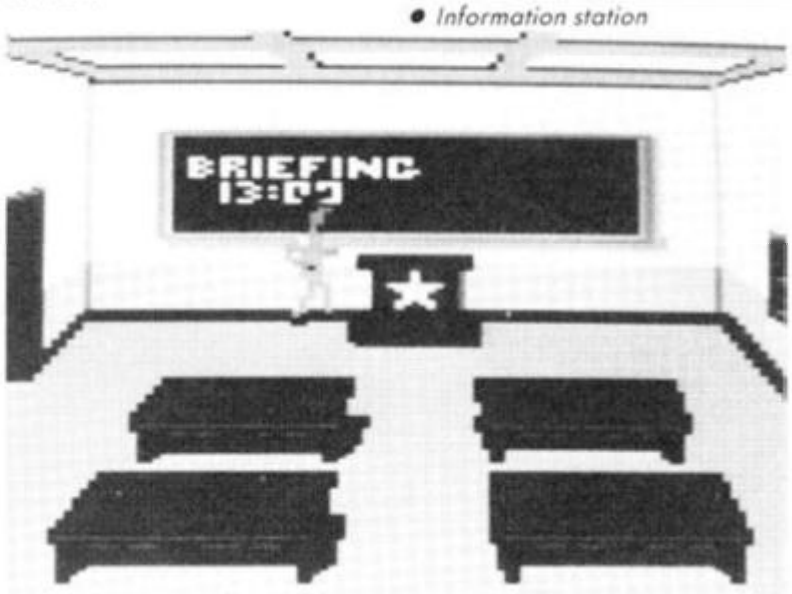
But I'd missed the briefing, so next time around I attended. I was joined by four or five other cops, who filed in and took up their positions, followed by the boss, who stood behind the lectern and delivered his address. Kitting myself out, I decided it was time to go out on patrol, and soon I was in the car park, about to set off. Here the game takes a different format, showing a bird's eye view of a section of the town of Lytton, and its highways.

For those who enjoy a mixed format of joystick and text, with a bit of simulation thrown in, it must be a winner.

► **VOCABULARY** 7
► **ATMOSPHERE** 7
► **PERSONAL** 7
► **VALUE** 7



● *Information station*



● *Getting clued in*

Type HINT, and a warning is given. Type HINT again, and you get a set of clue headings for the chapter you are currently in. Select one from the list, and you get a sequence of hints for the chosen problem, in increasing order of helpfulness. The sequence can be started at any time.

The trouble with clues are – they are there! Let's face it, it is all very well saying you don't need to look at them' but the temptation to think 'just this one then . . .' is all too great – again and again and again and again! And of course, the clue headings themselves give quite a lot away, for in them you discover things that you hadn't yet recognised as problems. Nope! I don't like 'em!

The whole package nowhere near approaches the complexity of one single adventure three times the size of one chapter. In fact, it could just as easily have been a three-parter on cassette. Not enough to get your teeth into and settle down comfortably with in the sense that we have come to expect from Infocom adventures.

► **VOCABULARY** 9
► **ATMOSPHERE** 8
► **PERSONAL** 7
► **VALUE** 6

SHADES

Shades is a multi-user adventure accessible to all Micronet and Prestel Subscribers. Keith Campbell plays the game and meets its inventor.

Computer adventure games, as difficult and as complex as they can sometimes be, are a one-way process. It's you versus the machine. Add a few more players and things become more interesting and challenging.

And that's the attraction behind multi-user games, of which *Shades* is the latest example. It's the brainchild of Neil Newell and is currently accessible to subscribers of Micronet 800 and Prestel.

The key to it is the involvement, the knowledge there are other people out there, waiting to react to your decisions and you to theirs.

As Neil says: "The scenario is really there as a backdrop to provide the vehicle for the development of the player's character."

Character building is all-important, to make progress to the very top of the tree and become Arch Wizard. Play behaviour has to be policed. There is nothing more soul-destroying than constantly being knocked back to the rank of Novice, by some thug intent on trying to kill you every time he comes across you.

So Arch Wizards can cut players out of the game if they become a nuisance to others. "Strangely enough, one of our biggest all-time killers was a surgeon in real life!"

Swearing, too, can get you banned. Utter an obscenity when an Arch Wiz is around, and you may be out with no warning.

"The last time we arranged to meet in the bar of a London pub," says Neil. "Seventy people turned up."

Seventy people took the trouble, eh? Sounds as if something interesting is going on here – let's enter the gateway, and see what gives . . .

► MACHINES: ALL COMPUTERS THAT CAN ACCESS PRESTEL
► PRICE: MICRONET GATEWAY – 1.62 PER MINUTE VIEWDATA MODE; 2.00p PER MINUTE SCROLLING MODE; PRESTEL GATEWAY – 6.00p PER MINUTE
► REVIEWER: KEITH CAMPBELL

Shades is a multi-user adventure, available to anyone with access to Prestel, or preferably to Micronet, through your computer. This means that you need a modem, some communications software, a suitable telephone point and a subscription. The subscription to Micronet is payable on top of the basic Prestel subscription, but once a subscriber, playing *Shades* becomes much cheaper.

A multi-user adventure is fundamentally different from a 'normal' adventure, played on a stand-alone computer. It is played in 'real time' (more on the frustrations of that later!), and there is no way of 'completing' it.

Points are gained by collecting treasures, and depositing them in the Mad King's Room in the castle – one of the locations in the castle area of *Shades*.

Additional points can be won by killing 'mobiles' (independent computer generated characters) and other players in the game, although this latter course of action is frowned on somewhat, and too much of it can result in disciplinary action by a Wizard.

Up to eight players can populate a game, and there are a number of games running simultaneously to ensure that anyone who wants to should be able to find a vacant slot.

If killed, points are lost, and the player gets knocked out of the game, having to re-select oneof the games in progress to continue playing.

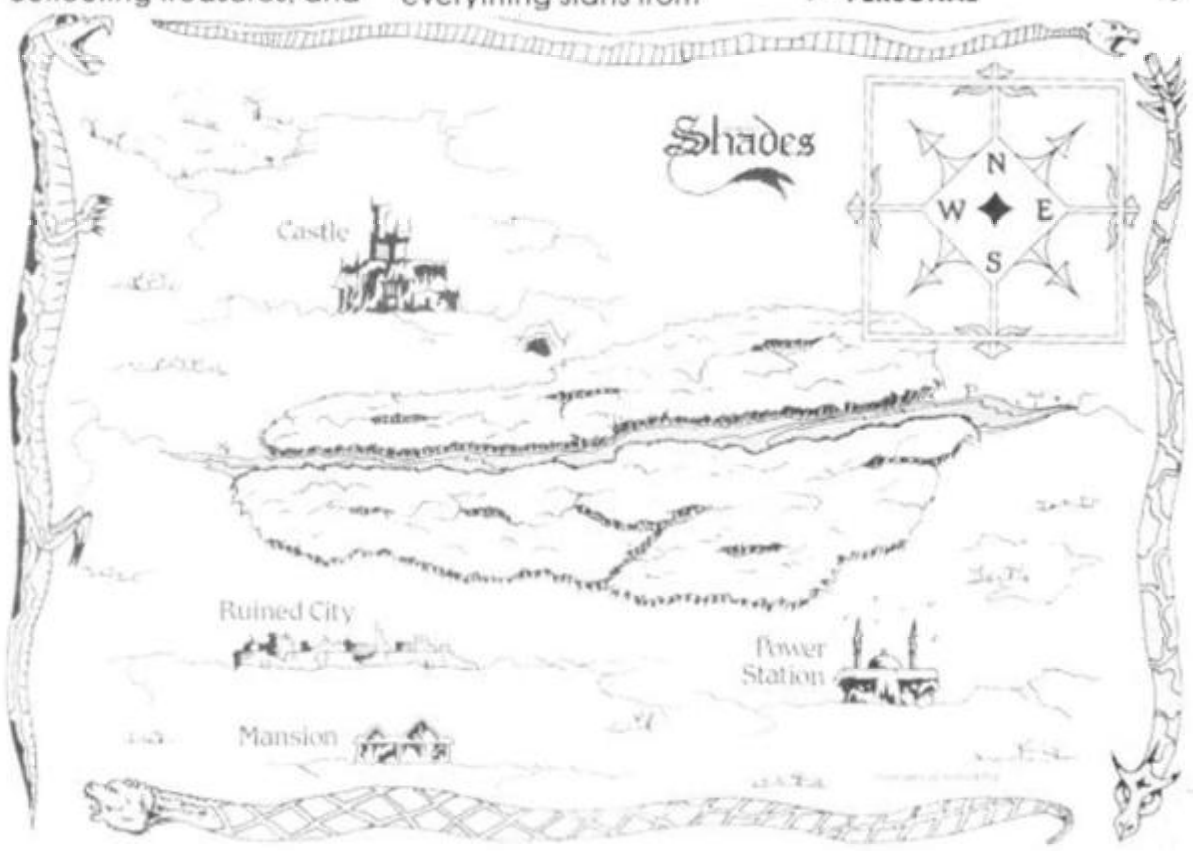
In the normal course of events, all the treasures would be gobbled up and lost forever. To overcome this, every so often there is a 'game reset', when everything starts from scratch, and the players have to link in to one of the games again.

There are puzzles, but of course, once solved they can be romped through quickly during the many inevitable replays. The thing to do seems to be to find a game that has just started, and rush to where you know the treasure is, grabbing as much as you can before the other players get there.

There are effectively more than 760 locations in *Shades*, and they are being changed and added to all the time.

It is all great fun – more a way of life, perhaps, than an adventure game. Provided you can afford the phone bill, plus nearly £1 per hour, (there are connect-time charges during the daytime on weekdays, as well) then it's worth taking the risk that you won't become totally addicted to it.

► VOCABULARY	7
► ATMOSPHERE	8
► PERSONAL	9



NORTH STAR™

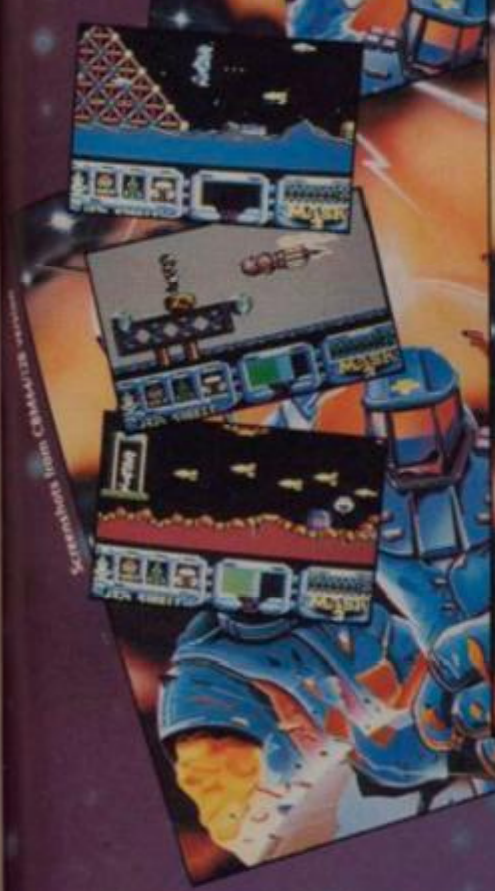
Alone it stands, majestic and proud... the final hope to Earth's savagery and overpopulation... North Star, a glorious space station orbiting serene tranquility, too much tranquility... preparations should be underway for the final evacuation. Communications are dead, scientists cannot be raised... a dreadful gloom overtakes the population... has their last hope gone?

Only one can find out, only one has the necessary powers. That one is you... a unique leing on a mission to rescue a unique project.

Spectrum 48K £7.99 Cassette
Amstrad £9.99 Cassette £14.99 Disk
Atari ST £19.99 Disk
CBM 64/128
£9.99 Cassette £14.99 Disk

Screenshots from Amstrad version.

"FROM OUT OF THIS WORLD...



...TO THE FIGHT FOR THIS WORLD!"

VENOM™ STRIKES BACK

Incoming message on MASK computer – *"We have kidnapped SCOTT TRAKKER and are holding him on the moon. Unless you surrender the entire MASK forces to VENOM you will never see him again."* Signed Miles Mayhem.

Matt is faced with a terrible dilema. To agree to VENOM's demands would give them total control over the Peaceful Nations Alliance, but to ignore their demands would surely mean Scotts life.

Can you as Matt Trakker rescue Scott and return him safely to Earth?

Spectrum 48K £7.99 Cassette
CBM 64/128
£9.99 Cassette £14.99 Disk
Amstrad £9.99 Cassette £14.99 Disk
MSX £7.99 Cassette

MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PARKER TOYS INC. (KPT) 1987

GREMLIN

WORLDS APART FROM OTHER SOFTWARE!

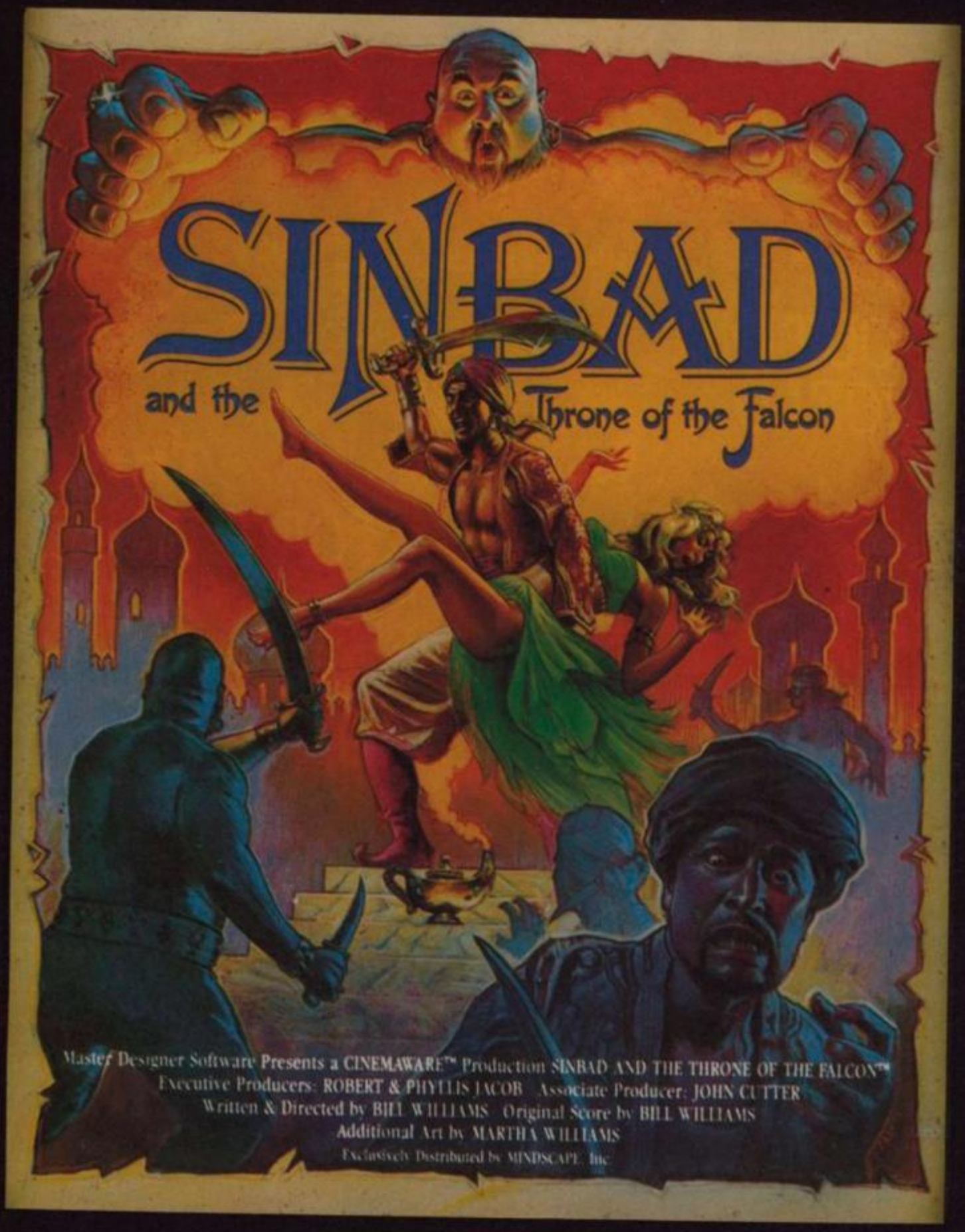
Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423

AMIGA £29.95

CINEMAWARE

NEW COMMODORE 64 DISK £14.99

presents



MIRRORSoft

NOW PLAYING AT A DEALER NEAR YOU

MIRRORSoft

Mirrorsoft Ltd Athene House 66-73 Shoe Lane London EC4P 4AB Telephone: 01-377 4645

FANTASY ROLE-PLAYING

Wayne here with another batch of FRP news, views and reviews. This month sees the review of the best computerized FRP on the market, as well as the latest release from Games Workshop. Live role playing is back and we take a peek at some new plastic orcs.

► Warhamer 40,000: Rogue Trader
► Publisher: Games Workshop
► Price: £14.95
► Rating: 76%

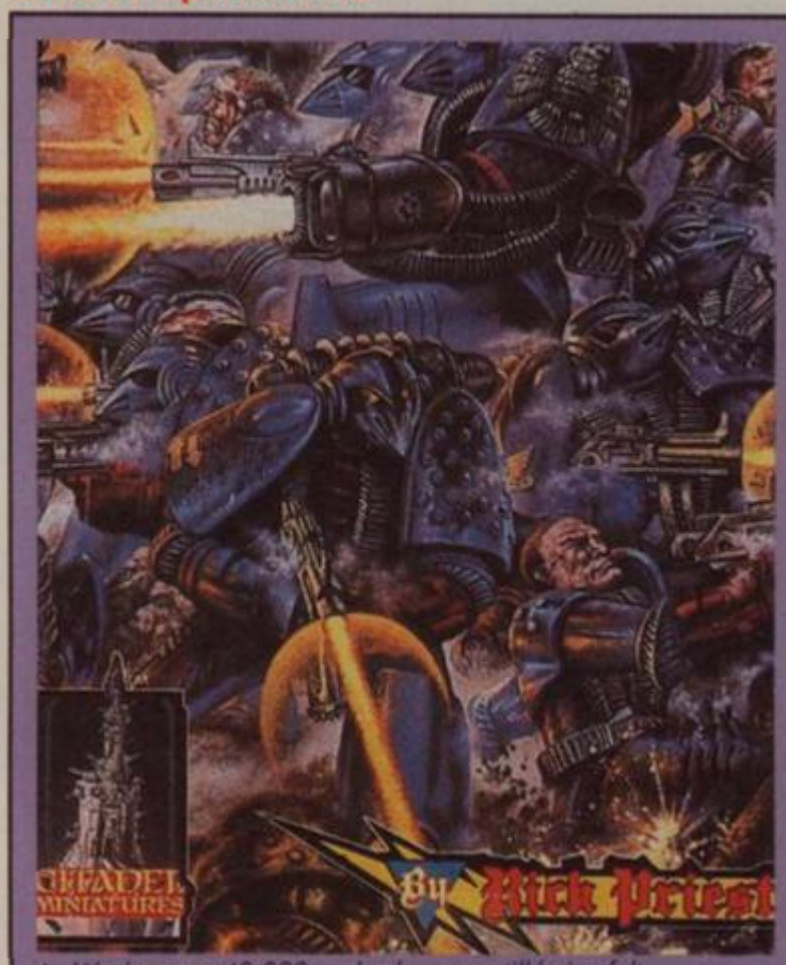
G.W.'s futuristic brainchild. *Warhammer 40,000,* a game system that took years to construct, has finally hit the shops like a comet hitting the earth. The shock waves of its impact are still being felt all over the country, so let's pick up on the reports that have come in.

Our first eye witness is a roleplayer from London. He describes what he saw: "Well mate, I was at Gamesday at the time it arrived. Gordon Bennet! It appeared from nowhere and the myriad of beautiful colours hit me minces in an instant.

An historian from Nottingham expounds about the history: "Oh yes, this incident has been on the cards for some time. G.W. have been tinkering about with other projects, but in a different timescale. At first they created "Warhammer Fantasy Battle Rules", which have been a best selling mass battle fantasy wargame for years. They then mutated this into "Warhammer Fantasy Roleplay", which was a single character role playing game for use in their world of fantasy. Now they have rocketed the basis of the afforementioned games into the future, combined a few of the ideas behind them with some quantum physics and produced *Warhammer 40,000.*"

We whizz off to Yorkshire now for a quick summary of the playability of the game from a member of the Flat cap and ferrets role playing society; "Well lad, we 'ere at t' club have given it a bash, an' 'though we found it a mite tough at first, we now play it on a regular basis, when lads can get together.

Finally up to glasgow we go, to out economic expert for her comments on value for money: "Aye, at £14.95, I found the game a wee bit expensive.



▲ *Warhammer 40,000 – shock waves still being felt.*

▲ *E.O.P.T.P. – has its own newsletter.*

► Empire of the Petal Throne The World of Tekumel
► Author: Professor M. A. R. Barker
► Price: £7.95
► Rating: 83%

When this game was launched in 1980, it was hailed as the next best thing to AD + D, so of course being young, free and employed back in those heady days of youth, I splashed out with my hard earned cash and bought it.

To this day the original is still in my cupboard and it has many well worn pages from continual use. However, the game was withdrawn from the market for some unknown reason and the game obtained a reputation for being complex.

E.O.T.P.T. is a complete games system, so when you buy it, all you have to do is buy the relevant dice and you can play it with your friends in no time at all. It gives you all you need for creating your characters, dealing with combat, discovering the powers of magical items and describing the monsters that a party may encounter.

You get the feeling that the creation of this game was a labour of love and the detail the rulebook goes into is daunting. This game is not explained to you, it is shared with you and it draws you in with it's intimacy. Let me set you a brief example of what The World Of Tekumel is like. In this world, iron and steel are more valuable than gold; four legged creatures like horses and mules do not exist; monsters have six legs rather than two or four. It is a behind of dozens of cultures, supertechnological to primitive savages. It even has its own language which you can try to learn and speak if you wish.

This game is no more complex than any other. The various tables are easy to follow and there are not that many modifiers to deal with.

E.O.P.T.P. is also the only game that I know of to have its own newsletter with lots of more background material and scenarios. A great idea.

FANTASY ROLE-PLAYING

Dungeon Master

► **DUNGEON MASTER**
► **SUPPLIER: FTL GAMES/ MIRRORSOFT, ATARI ST**
► **PRICE: £24.95**

Every now and again a computer game comes along and changes the way we think about games. *Dungeon Master* is one of those game. I have waited a very long time for it to arrive. You see *Dungeon Master* is a computerised Fantasy Role-Playing game and a very good one too.

At first I had doubts. After reading the 28 page story book, the term cliché automatically came to mind. Briefly the storyline is that you are the apprentice to a master wizard who, due to a rare case of foolish enthusiasm, has unleased his alter ego into the world.

This aptly named nasty piece of work is called Chaos, and his main aim is to destroy the whole of civilisation as you know it by plunging the world into a permanent ice age. In order to stop this happening, you are to enter a dungeon, mentally take control of a group of your mortal champions who have failed this mission before, locate the fabled "Firestaff" and then return it to your master, who has unfortunately got himself trapped on another plane.

Only by returning the firestaff can you release him, enabling him to stop the works of Chaos.

I then turned to the rules section which enabled you to play the game and was surprised to find that there are very actual rules to this game at all? It is a "learn as you play" game.

The minute the dungeon doors opened I had the feeling of déjà vu. The game was very similar to "Legacy Of The Ancients" as you have to wander through the dungeon and select your four champions from 28 trapped in paintings hung on the dungeon wall.

You can examine everyone of the champions available and the selection you can control is incredible. You can create your party from Ninjas, Priests, Wizards, Fighters, Yetties, Barbarians, and even a sort of Evil Undead. The champions have all the F.R.P. statistics, including health, stamina, manna (magical abilility), strength and dexterity, to name but a few. There is also an option to analyse each individual champion where you can see what they are wearing on each part of their body, what they have in their backpack (they can hold up to 17 items) and what weapons they are holding.

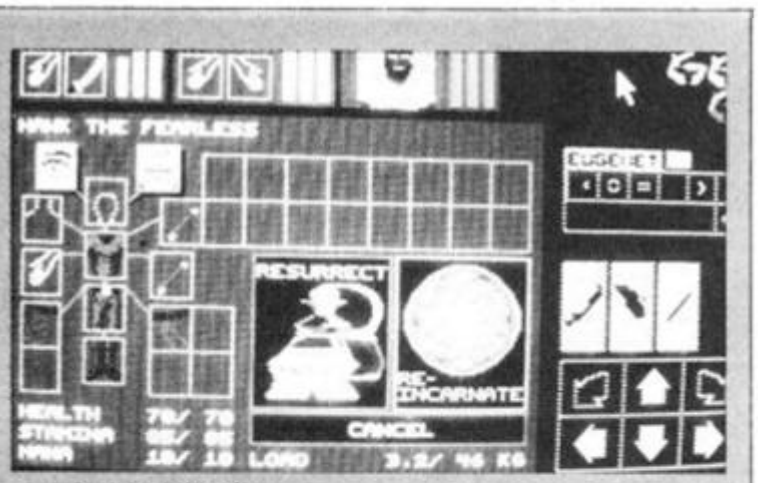
A nice touch is that you can be examining one champion's personal details and then move something from another member of your parties hands immediately to the other champions backpack without switching from each individual champions screen. This saves a great deal of time. Once selected you move off through the dungeon on your mission and into the most enjoyable part of the game.

The mission caters for all sorts of role-players. Many different monsters abound from fear-inducing Mummies to shrieking Screamers, so combat is a must.

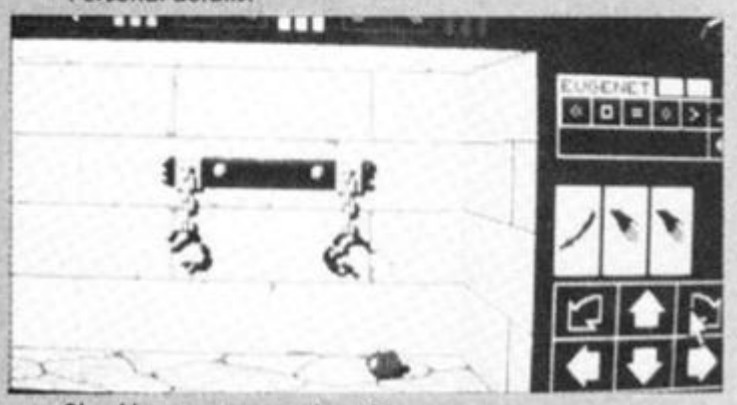
Couple of all these elements with hidden passages, illusions, mystic scrolls, trapdoors, food and water problems, etc and you'll see why this game is the closest you'll get on a computer to an over the table game. Overall the graphics are excellent, the sound is clear as a bell and the game is very easily controlled by the mouse, although you can use the keyboard if need be, but I wouldn't advise it. I got over my initial doubts VERY quickly and have spent over 40 hours playing this game without a hint of boredom.

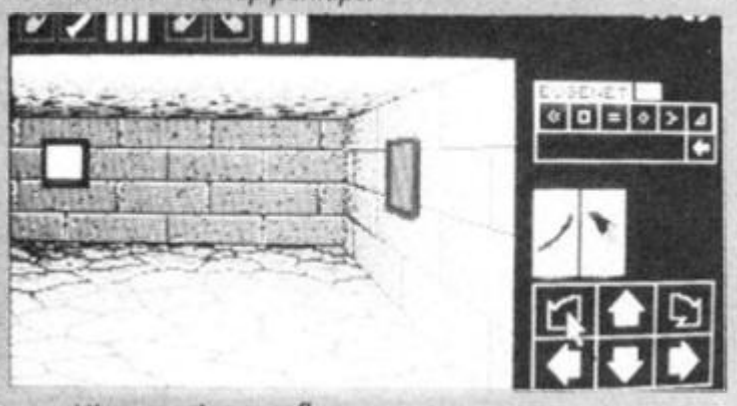
A must for all roleplayers!

► **GRAPHICS** 9
► **SOUND** 8
► **VALUE** 8
► **PLAYABILITY** 9



▲ *Personal details.*


▲ *Shackles – a trap perhaps?*


▲ *Mirrors – time to reflect.*

Toon

► **PUBLISHER: STEVE JACKSON GAMES**
► **SUPPLIER: GAMES OF LIVERPOOL**
► **PRICE: £5.75**
► **RATING: 80%**

If you have been put off trying role playing games by the look of some systems that seem tremendously complicated, you will find Toon a good place to start.

You see *Toon*, a whole F.R.P. game in itself, is based on the wild wacky world of cartoons. It gives you the chance to actually get involved in the world of animated action. As you know, in cartoons that appear on TV anything and everything can happen, without anyone getting killed!

The same goes for this game. You can pick up large anvils and drops them on other characters from mountains, walk out of town and find yourself on another planet and you can even fight to your hearts content and never get put out of the game for long.

The game system is very simple. You need at least two players, one to play the ANIMATOR and one to play a CHARACTER. Of course you can have many more players playing if you wish and this will make it more fun.

The Animator is the person who runs the game. If you take on this role, you must make sure the game keeps moving as well as play the part of the referee. It is your job to co-ordinate the game and play all the Non Player Characters. These range from a massive angry gorilla to a minute fearsome ant. They act in a way that you desire, be it funny or deadly.

If you have never run a game

before, don't worry. The part of the animator is well explained in the book, with a whole chapter devoted on how to be one.

The players have most fun getting to push custard pies in each others faces, throw bombs all over the place and generally have a chaotic time.

The 64 page book is easy to read, packed full of examples, and contains great cartoon like graphics. It is written in a very player-friendly way and bends over backwards to help you. There are optional superstar advanced rules, for those who want a bit more complex game as well as five pre-written adventures for the animator to run.

Miniature Figures

Citadel Miniatures are one of the leading manufacturers of metal fantasy figures in the UK. They turned out a multitude of designs, ranging from Red dragons to half orcs. Now with the release of the new "Warhammer Fantasy Regiments" they nail the criticism that they are too expensive.

With the new regiments you get 60 figures for £9.99 and that works out at only 0.16p per figure. Great value you must agree!

The economies have been made by manufacturing the 25mm models out of a hard styrene plastic, not metal. The change of modelling mediums makes a lot of sense as plastic is lighter, cheaper and much easier to make models out of.

After close scrutiny, even with the assistance of a powerful magnifying lens, I was very pleased to find that the figures still retained the same excellent detail as their metal predessors.

The figures themselves are supplied on ten white 'sprues,' with six creatures and twelve various heads, plus a selection of interchangeable weapons, on each sprue. This means that some assembly is necessary, but fear not as it is very easy. All you have to do is follow the straightforward instructions that are printed on the container. Also included are 60 different slot type bases with 50 optional shields thrown in for good measure. The 60 figures are broken up into the following character classes: 10 Dark Elves. All models have a selection of different heads, whilst the Dwarves, Orcs and Skaven have the choice of optional weapons.

Obviously, Citadel have released these figures to complement Games Workshop's "Warhammer Battle Fantasy" game. They now provide an economical way for players to build up large armies in order for them to actually fight those epic tabletop battles which they have only been able to previously watch at conventions.

On the whole, they are very good value for money and a must for any serious miniature fantasy figure collector.

Letters

A letters page for fantasy-role-playing is one of the most requested features according to the mountains of mail I get. And, hey presto, here it is! This will be the place to air your views, opinions, criticims and general chat. All letters are welcome.

Letter of the month comes from Sian from Walcot, East Swindon, who writes in to say:

● I have found that these people who enjoy computer games such as *Tir-Na-Nog* and *The Hobbit* also enjoy FRP and PBM. I always tend to play computer games, FRP and read Tolkien at the same time and I feel that there is no cure. Is there?
Sian,
Walcot,
East Swindon.

Wayne says: I agree that people who play games, play all kinds of games and not just computer games. I believe there are a lot of people out there who would like to play FRP games but either haven't got the time or the friends who share the same interests. This is why when computerised FRP takes off it will be BIG.

● I really like the FRP column in *C+VG* it is my favourite part! However, I have only recently got into the hobby and I know there are a lot of established FRP out there that I may well have missed. Are you going to review them at some stage?
James Williams,
Dundee.

Wayne says: There are a lot of people in your boat, James. Therefore in the next few issues I am going to devote some space to various games that have stood the test of time well, so much so that they are still played today. Watch this space.

● I like role playing games but get so confused with all the jargon it makes my head spin. I mean there is GM, FRP, PBM, D+D, AD+D, COH and HTK to name but a few. Can you get help please?
Peter Watcher,
Newcastle.

Wayne says: Right, Peter are you ready for this? GM = Games Master. FRP = Fantasy Role Playing. PBM = Play By Mail. D + D = Dungeons and Dragons. AD + D = Advanced Dungeons And Dragons. COC = Call Of Cthulhu and HTK = Hits To Kill. Any the wiser? Nope, I thought not, but don't fret, look out Wayne's Glossary of FRP terms that will be in the magazine.

● I have been involved with FRP for many years, but a lot of games are pre-released in America and by the time they come over here they are old hat? Can you let me know where I can get American imported games on a reliable basis?"
Harry Pether,
Cardiff.

Wayne says: Yes, Harry. Look no further than Games Of Liverpool, 89 Victoria St, Liverpool LG1 6OG. They are one of the biggest importers of brand new American FRP games and are very reliable. Send them a large SSAE and you will get their well stocked catalogue. Know what I mean, Harry?

● I've been LRP (Live Role-Playing!) quite a few times now and am an avid fan. However, I would like to own my own customised rubber sword. I have tried to make one without success and I cannot look up a rubber sword maker in the yellow pages. Help me please I'm desperate!
David Hay,
Middlesbrough.

Wayne says: Don't despair, David, help, is at hand. Over the years there have been one or two dodgy rubber sword makers that have run off with players money, but I know that Pete Garner at *The Labyrinthe* has full details on the elusive rubber sword makers. Drop him a line with a SSAE at the address given in this magazine and he will point you in the right direction.

Wayne's PLAY BY MAIL

After the tremendous success of the Third British P.B.M. convention, the P.B.M. cauldron has reached boiling point, with new games emerging daily. There are a lot of new players out there, eagerly licking their lips and waiting to test them, but will they get their wallets burned in the process. Read on to find out what's what and who's in the steamy world of P.B.M.

MIDGARD FOR MITRE

Mitregames have secured the rights to run *Midgard*, a tremendous game that I am playtesting at the moment. The deal means that Mitre are the only people in the world who can run the game. They have already had a large unflux of American players, who have taken to the game like ducks to water. Apparently, nearly 90 per cent of the US players were so shocked to find that their special actions received an answer from the British G.Ms, that they wrote to them thanking them for the chance to role play!

My review *Midgard* will be published within the next couple of months, when I have a few more rounds under my belt. But I can say Mitre's reputation for running high quality PBMs is reflected in this product.

Basically, it is best described as a computerized wargame with limited role-playing options.

Mitre have also obtained the world rights to *Tribes Of Crane*, another American game that has been growing steadily over the past year.

To celebrate Mitre's acquisition of *Midgard*, they have kindly given the following prizes to *C+VG*.

- 10 start up sets of *Midgard*.
- 10 boxed start up sets of *Tribes Of Crane*.
- 10 start up sets in their 22 century nuclear wargame *Global Supremacy*.
- 20 full colour 3ft by 2ft posters for *Starmaster* and *Tribes of Crane*.

As a start up box in *Crane* costs nearly £10.00, start up in *Midgard* is £5.00, start up in *Global* costs £5.00 and the posters retail at £2.00 – this is unrivaled opportunity to get into PBM.

To get your grubby little PBM digits on these tremendous items all you have to do is write and tell me your name, age, address as well as answer the following.

What is the best and worst PBM you have sampled and the reasons behind your choice?

Readers from abroad need not worry, I will be reserving a number of prizes exclusively for them.

GMs WANTED

Mitre are on the look out for new GMs. The requirements are a couple of O levels in English and Maths, plus good handwriting. Experience with any computer would be an advantage. The wages are not on par with the royalty, but the job satisfaction is greater.

C+VG 'CRIMERS' REACH 400

K.J.C. are running the *C+VG* game of *It's A Crime* game 14, in which more than 400 *C+VG* readers are involved and all trying to win the big selection of Prizes K.J.C. have put up on offer. One third of all the correspondence I receive is about I.A.C. in one context or another.

If it is not people writing in wanting their gang's mentioned, if others wanting hints tips and advice. So for all you 'Crimers' out there here is the latest update.

The curse of Wayne has struck again. Once again we have new leaders. *The Hedgehog Hitmen* are the 'numero uno' game witha notority of B46, but they are closely followed by *The Meathead Brigade*, who are in second place with a score of 825.

Other notables are *The Bob Hat Boot Boys* who have moved up to fifth place with a score of 795, *Steel City Giants*, who have held their mid table place with a score of 694 and the *Lunatic Riot Front*, who have dropped so far down the table with a score of 561.

SPIRAL ARM II OFFER

Spellbinder Games, leaders of *Play Before You Pay* have kindly made more generous offers to *C+VG* readers.

Spiral Arm, that very popular computer-moderated sci-fi game, has been updated, upgraded and revamped, to make it even more interesting. The new version of the game is called *Spiral Arm II* and has a brand new rulebook which is a great improvement on the old one.

Spellbinder's second new game is called *Worlds In Conflict*, a very complex and involved game indeed. The basis of the game is that in 2150 AD aliens arrived en mass from another galaxy and gave Earth a blunt and brutal message: Surrender certain parts of the world or face invasion and defeat.

This game is not recommended for the novice P.B.M.er as it is quite complex and hard.

Spellbinder titles *Spiral Arm* and *Keys of Bled* are still on offer.

You can obtain a free set up, rule book and three free turns in *Spiral Arm*, *Spiral Arm II* and *Keys of Bled* if you send a S.S.A.E. to me at *C+VG*.

If you fancy a go at *Worlds in Conflict*, then a start up will cost you £5.00, but you will be credited with five free turns worth £7.50. As you can work out, further turns cost a mere £1.50 per turn. All cheques and P/O's made payable to Spellbinder Games please.

I have also a few playtesting positions in all of Spellbinder's games to allocate to a few people. All you have to do to obtain one is send me your definition of the word Spellbinder.

SEARCH FOR 'THE WEAPON'

Harrow Postal Games has two new games for the advanced pizmer.

The first is called *The Weapon* a very, very complex game indeed. It is totally computer-moderated and is sci-fi based.

Apparently, the scientists on your world have made two monumental technical advaces. The first one is hyperspace travel, which allows your space ships to travel vast distances into unexplored space and the second is The Weapon, a machine of such power that it can destroy anything in its way.

However, the materials required to build The Weapon are very scarce on your planet, so you must begin a journey of interseller exploration to help you reach your ultimate aim: domination of the universe.

The second game is called *The Omega Victory*, which once again is a computer moderated game of inter-galactic warfare, where you play the leader of a world that has found involved in the Omega wars.

Harrow have kindly offered *C+VG* readers the following:

- *The Weapon* rule book at £1.00, instead of £1.50.
- Set Up in *The Weapon* at £4.00 instead of £5.00.
- £1.00 off your first five turns in *The Weapon*, so you pay £1.00 instead of £2.00.
- Set Up in *Omega Victory* at £2.50.
- All further turns in *Omega Victory* at the ridiculous price of 50p with no hidden extras.

Please make all cheques payable to Harrow Postal games".

WORLDS OF CHAOS REVAMPED

G.A.D. Games have given their game *Worlds of Chaos* a facelift, which has changed the original concept dramatically.

It can now be played as easily by a new player or an experienced one, but it will appeal to the latter.

There are a limited amount of places available for players, as he wishes to keep up his swift turn around and high quality. It is for these reasons that he is giving an offer, just quoting his normal price, which is a starter pack for £6.00, which includes rulebook, character generation, set up and three free rounds with paid postage. Further turns are a cheap £1.20. All cheques made payable to GAD Games please.

WE ARE THE CHAMPIONS

IK+

Call it a sequel...
And you'll land up flat on your back.
They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User).
And who are we to argue?
But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD.
And balls!

©1987 Archer Maclean ©1987 System 3 Software Ltd.

RAMPAGE

The game where the nice guys don't get a look in.
Grab your way through Chicago, punch up New York, and jump on San Francisco.
Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolfman, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.

TM & ©1985 Bally Midway MFG. Co. All rights reserved. Activision Inc.

ARIAN

THE STORY SO FAR...

The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released.
From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill.
Can he vanquish the forces of Darkness and free the Princess?
ONLY YOU CAN SAY...

©Palace Software 1987

SUPER SPRINT

Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners which can be traded for vehicle-enhancing custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.

TM & ©Atari Corporation 1986. All Rights Reserved.
©Electric Dreams Software 1987.

In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path – the Renegade.
PLAY RENEGADE...PLAY MEAN!

Licensed from © Taito Corp., 1986.

SUPER HITS TOGETHER IN ONE SPECIAL BOX PACK
AVAILABLE FOR:
AMSTRAD, COMMODORE & SPECTRUM

ALSO AVAILABLE ON DISK

ocean

ONLY
£9.95 EACH
CASSETTE

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

INTER GALACTIC HAVOC! A METEORIC MAD HOUSE! IT'S SPACE AGE.....

BEDLAM

CBM 64/128
£9.99 Cassette
£11.99 Disk

SPECTRUM 128
£8.99 Not 48K Compatible

AMSTRAD
£9.99 Cassette
£14.99 Disk

PC £19.99

Will you endure the X12 Fighter Simulator and emerge an ice cool space fighter at the pinnacle of his powers or like many more will you be reduced to a nervous, gibbering wreck fit for no more than intergalactic tinpot trading ships. Only the premier cadets of the Stellar Imperium's pilot academy will ever find out and its upto the merciless instructors to ensure that only the elite survive.

It's space age frenzy... It's interstellar turmoil... It's Bedlam!

GO!

TOMORROW'S SOFTWARE TODAY

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

NEW LOW PRICE ST!

£260 +VAT=£299

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £3 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

** NEOchrome Sampler - colour graphics program * 1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard 'Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £88.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £1/2 million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA.**

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA.**

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA.**

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P 0HX

LONDON **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

1040ST-F Keyboard + Mono Monitor	*£599 (inc VAT)*
1040ST-F Keyboard + High Res SM125 Mono Monitor	*£599 (inc VAT)*

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU	*£899 (inc VAT)*
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor	*£999 (inc VAT)*
MEGA ST 4Mb Keyboard + CPU	*£1199 (inc VAT)*
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor	*£1299 (inc VAT)*

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, C + VG 0488, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... **Initials:** ..... **Surname:** .....

Address: .....

.....

.....

..... **Postcode:** .....

Do you already own a computer If so, which one do you own? .....

BATTLING BEL

Channel 4 is currently screening the first British television series devoted to the strange Japanese sport of Sumo wrestling. It makes fascinating, almost hypnotic viewing. C+VG Deputy Editor Paul Boughton investigates this bizarre spectacle.

Sumo, the ancient art of Japanese wrestling, remains a mystery to most Western eyes. The clash of two near – naked giant men, grotesquely fat but immensely strong, is bewildering to the uninitiated.

Picture the scene. Two mountains of blubber, wearing an odd nappy – like belts, meet in a small, cement – hard ring. Four minutes are spent in a strange and confusing ritual of stamping, squatting, puffing, snorting, fierce glares and throwing salt into the air.
each other, adopting an almost American Football – style stance. Suddenly, and with surprising speed for such huge men, they crash into each other. The smack of flesh hitting flesh is painful to hear. A frantic tussle ensues, ending when one of the wrestlers is pushed out of the ring. The fight may last just a few seconds.

And yet it drives the Japanese wild. The wrestlers are heroes, admired, almost worshipped, held up as role – models for the young.

There is so much more to Sumo than first meets the eye. It is the oldest of all martial arts with rules and traditions dating back at least 2,000 years and rituals rooted in the ancient religion of Shinto.

In other words, Sumo is sacred.

And in a world where sport is so often marred by senseless crowd violence, obscenity and loutish behaviour of star players, Sumo sets an example and standard which other sports and sportsmen could well follow.

There are few sports more intensely competitive than Sumo, yet the wrestlers conduct themselves with great dignity. Winning is accepted with courtesy, losses met with good grace. They never argue with the referee.

It is often said that non – Japanese spectators quickly become hooked on Sumo and become some of its most avid supporters. After seeing just one episode of Channel 4's new series, I became a fan. And if you manage to see any of the programmes – Tuesdays at 11.35pm – I think you will as well.

Perhaps so much attention is being focussed on Sumo at the moment is because a foreigner is poised to join the highest rank in the sport of Yokozuna, Grand Champion. Since Sumo was organised into a professional sport around 300 years ago, there have only ever been 62 Yokozuna.

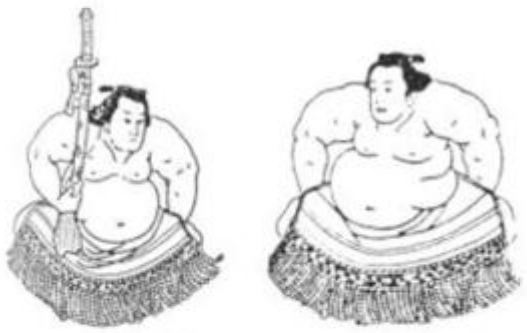
The foreign sensation is Hawaiian Salvaa Fuauli Atisonne who fights under the name of Konishiki. At 24 years of age, he weighs in at more than 36 stone. Only one word can describe this man – awesome.

It's hard to know where to begin a brief description into the history, rituals, techniques and life – style of Sumo. It's like peeling an onion, remove one layer and there's another underneath. What follows just skims the surface.

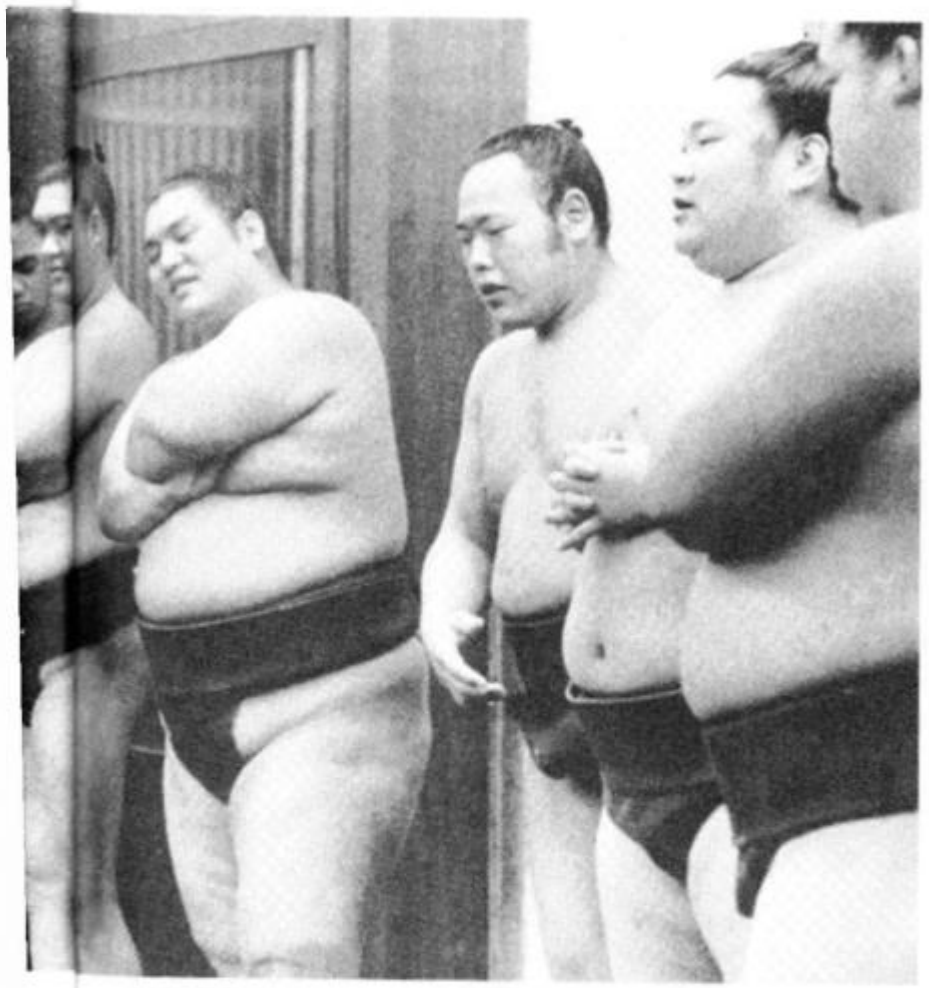
The Object of Sumo

The aim of a Sumo match is quite simple. It is for one wrestler to force the other out of the ring or dohyo or make him touch the floor with any part of his body other than the soles of his feet.

The dohyo is a 17ft 9ins square mound of specially



LIES



The Belt

The belt or belly band the wrestlers wear is called a mawashi, it looks extraordinarily uncomfortable and it barely keeps the wrestlers decent.

Depending on the wrestler's size, the belt is between 33 and 43 feet long and 32 inches wide. It is folded over six times to a width of five inches and looped under the groin and around the body at least five times and knotted at the rear. During tournaments the top wrestlers wear belts which can cost thousands of pounds.

They also wear a string apron called a sagari at tournaments. The strings are made up of starched silk. To have a good one made will cost the wrestlers a small fortune.

The Wrestlers

To make it a a top Sumo wrestler you have to be a big lad. In the past new recruits to Sumo were as young as 13. Now the age is around 15 with a minimum height qualification of 5ft 8ins. Most wrestlers are about 6ft with an average weight of 300 lbs. But there have been successful wrestlers who weigh as little as 240 lbs.

Most wrestlers have finished their careers by time they reach their mid-thirties.

The 700 or so professional Sumo wrestlers are divided into ranks, ranging from beginner to grand champion. Depending on success, the wrestlers move up and down in ranking.

Only the top two ranks of

continued on page 100 ►

packed clay sprinkled with sand. The borders of the square defined by 28 bales made of straw – filled bags sunk into the earth. Another 20 bales are sunk in the centre to form a circle with a diameter of 14ft 9ins. In the centre of this circle are two 3ft white lines which are 4ft apart. These lines are where the wrestlers face up to each other.

There are 70 winning techniques listed by the sport's governing body, the Japanese Sumo Association. Basically these are throws, trips, lifts, thrusts, shoves and pulls. Of these moves, 48 are classed as ''classic'' techniques. The wrestlers are banned from kicking, or punching with a closed fist. However slaps are allowed. Most wrestlers perfect between six and eight techniques for their fighting repetoire.

The four easiest winning techniques to spot are as follows:

Oshidashi – this is where one wrestler is pushed out of the ring with hands applied to the front of his body.

Yorikiri – forcing the opponent out of the ring with one or both hands below his arms or behind him.

Uwatenage – grabbing the belt and then throwing the opponent down while his arm is pinned under the other wrestlers.

Tsuridashi – grabbing the opponent's belt, lifting and carrying him out of the ring.

相撲

wrestlers receive salaries. And once they make it to the top, big name Sumo stars also make extra money from sponsorship deals.

The wrestlers are trained in the art of Sumo, its traditions, rules and etiquettes by what is know as the stable system. There are around 30 active stables and a professinal wrestler will make it his home throughout his career.

A stable is under the control of a one man, always an ex-wrestler. His rule is absolute. The only wrestlers who live outside the stables are those who are married and they are a rarity.

Upstairs are dormitories for junior wrestlers, the seniors live in semi-private rooms. Downstairs is the unheated training room.

The only women to live in the stable are the manager's wives. All housekeeping chores are carried out by the unranked and unpaid wrestlers. They must also act as servants to the top stars.

The Tournaments

The popularity of Sumo has steadily increased over the past few decades. There are now six big tournaments held every other month in Japan's four largest cities – January (Tokyo), March (Osaka), May (Tokyo), July (Nagova), September (Tokyo), November (Fukuoka).

Each tournament starts on a Sunday and closes on a Sunday and lasts for up to 15 days.

Competition starts at 10 in the morning with the apprentice wrestlers fighting for qualifying places. At 11, it's the turn of the four lower divisions of wrestlers. They will wrestle on alternate days for seven days in the hope of improving their ranking.

The top two divisions of Sumo wrestlers fight once a day for 15 days. Each of their bouts will probably last just five minutes, the majority of which will be taken up with ritual. A good fight will last around 30 seconds.

Competition finishes at about 6 pm each day except for the last day when the prizes are given out.

As Wembley is the home of English soccer, the Kokugikan (National Sports Arena) in Tokyo is the spiritual home of Sumo. It is a big amphitheatre capable of seating 10,000 people. Besides the baths, changing room and clinic for the wrestlers, there is a Sumo museum and school where all new wrestlers must attend a six month course. It is also the headquarters of the Japan Sumo Association.

A day in the life

The wrestlers practice – called Keiko – everyday. Again it is ritualised and very gruelling. A typical day would be as follows.

4.00 or 5.00 am. The lowest ranked wrestlers are up and ready for practice. The higher ranked wrestlers are allowed to lie in bed for a little longer. That means rising from 6.30 onwards. The top men will be limbering up shortly after 8.00 am.

The practice, which revolves around a few basic exercises, is designed to improve and enhance what are regarded as the essential qualities of a Sumo wrestler – balance, agility, flexibility, powerful thighs and a low centre of gravity.

The basic exercises are again rooted in ancient tradition.

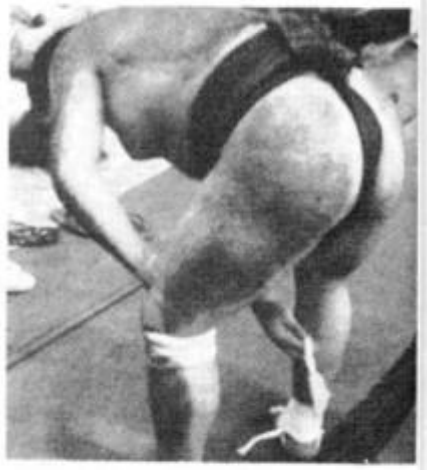
First there's shiko. The wrestlers stand with their legs wide apart and breathe in. They lean to the left and raise the right leg as high as possible. Next they stamp the right foot down and at the same time breathe out. This is repeated with the left foot. Now that sounds quite easy, doesn't it? Easy, that is, until you realise beginners repeat this exercise at least 500 times a day.

Things get more painful with the next exercise, matawari. This involves sitting in dirt with legs spread to 180 degrees. The wrestler leans forward until the entire front of his body is pressed into the earth. Now, if the Sumo beginner can't manage that, there's no need to worry. A senior wrestler will stand on his back to help things along. "Are you crying?" he asks the beginner as tradition dictates. The equally traditional reply is not "AAAAAAAARGH!!!!!", as you might expect, but "No, just sweat in my eyes."

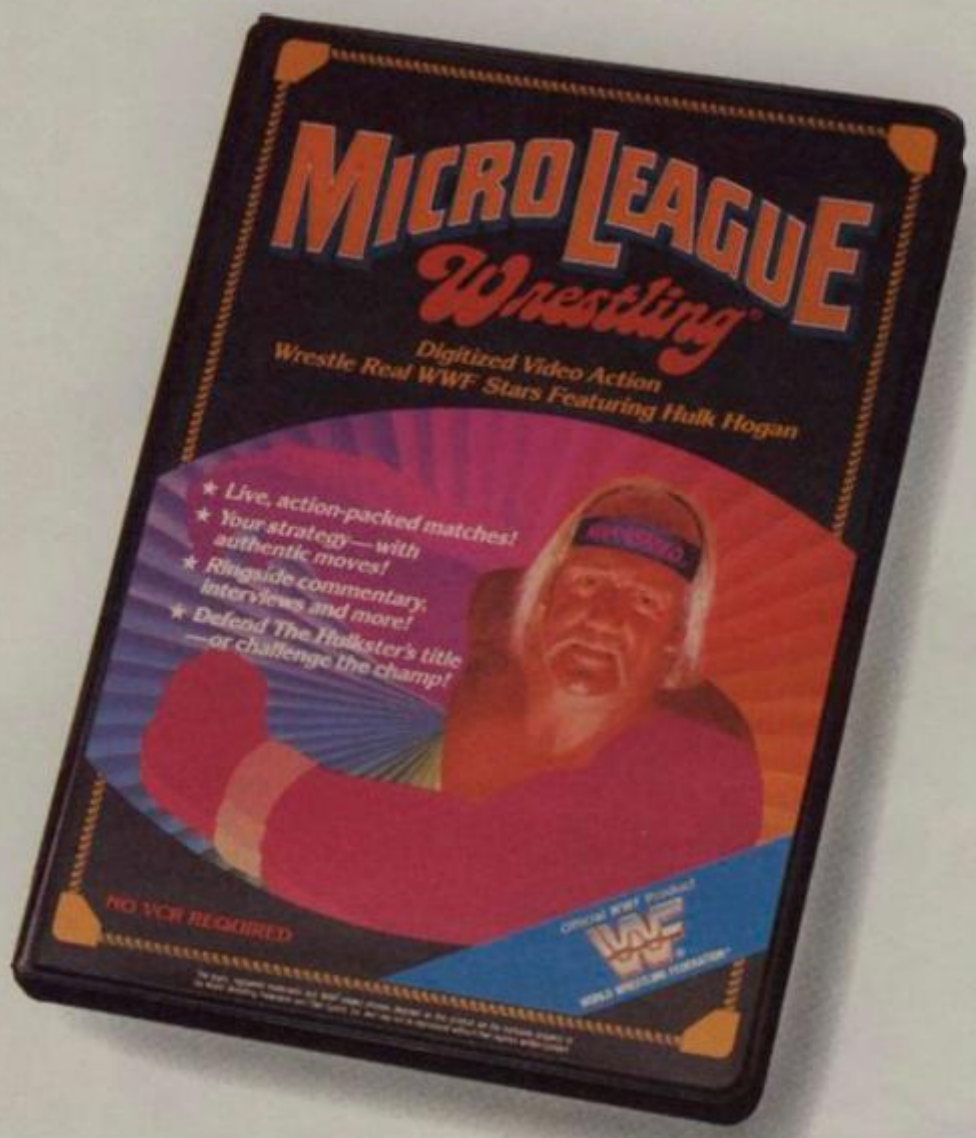
And after all this, it's still only around 11 am. The senior wrestlers head for the baths.

Then it's time for the first and largest meal of the day, a high calorie stew made up of a seaweed-based stock, chicken, pork, fish, beansprouts, cabbage, carrots, onions and lots more. They devour bowl after bowl of this plus rice and wash the lot down with quarts of beer. At around 1 pm the lower ranked wrestlers get to eat.

That is the end of the day's training. Those wrestlers who can afford it, go out for supper.



INTRODUCING A WORLD CHAMPION . . .



FEATURING EXCLUSIVE DIGITIZED VIDEO ACTION.

Computer game players . . . bored with "pretend" animation and "pretend" wrestlers? Your head and wrist limp from joystick coordination? Then take the challenge of the *only* strategy simulation good enough to be sanctioned by the World Wrestling Federation? MicroLeague Wrestling.

Defend Hulk Hogan's claim to the championship! Or you can be Randy "Macho Man" Savage or "Mr Wonderful" Paul Orndorff and try to capture the bell. See the *real* WF Superstars perform the moves *you* want.

MicroLeague Wrestling has all the action and drama of live WF matches including interviews by Mean Gene Okerlund and ringside commentary by Vince McMahon, Jesse "The Body" Ventura, not to mention the legendary Bruno Sammartino. And who knows what lurks in the mind of Bobby "The Brain" Heenan or in the heart of the lovely Miss Elizabeth?

So check it out, dude! Orndorff's devastating pile driver, Savage's awesome elbow drop – and everything else that's in the book or whatever you can get away with! It's MicroLeague Wrestling. The *ultimate* in computer sports simulation!

If your computer/software store is out of stock, no need to retaliate with the Hulkster's Atomic Drop. Just write to **MicroLeague Sports, MicroProse Software Ltd., 2 Market Place, Tetbury, Glos. GL8 8DA**

AVAILABLE FOR ATARI ST AND COMMODORE 64/128 COLOR TV/MONITOR REQUIRED. 1–2 PLAYERS.

FROM THE EDGE OF
FROM THE EDGE OF

SPACE ...
TIME...

Lost and forgotten. A civilization beyond our understanding and machines beyond belief.

Ring Worlds – their purpose was simple. To locate uninhabited worlds and bleed them dry. But then something went wrong. A programming fault? Possible . . . but irrelevant because hundreds of Ring Worlds are converging on our Solar system devouring everything in their path.

With an entire solar-system to explore, RING WARS features superb 3D action depicted in the most detailed vectors you've seen.

Your squadron is scrambled and you call up NavCom to plot your attack. Your system planet chart is directed to your main display while the outside view is windowed simultaneously on-screen. Multiple targets demand cool calculation as you decide which presents the greatest threat.

Armed with an array of sophisticated intelligence gathering devices you can probe your enemy and engage. Your ultimate aim – to penetrate the RING WORLD diving deeper and deeper into its heart to deliver the killing blow. Can you escape before it kills you.

RING WARS

AND YOU'VE GOT TO FIGHT THEM

Ring Wars – A computer game for the Commodore 64, Spectrum, Schneider/Amstrad, IBM PC and Compatibles and soon on AtariST and Amiga. Cassette £9.95 Disk £14.95 (ST, Amiga and IBM £19.95).

Cascade Games Ltd.,
1-3 Haywra Crescent, Harrogate, N. Yorks.
Tel: 0423 525325 Fax: 0423 530054

RING WARS is available now from all good software retailers and by mail order. Indicate the items you require, complete the coupon and send it to: **Dept RW, Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate HG1 5BG, England.**
or call our 24hr Orderline on 0423 504663

All prices include P&P.

	DISK	QTY	CASSETTE	QTY	TOTAL £
RING WARS Commodore 64	£14.95		£9.95		
RING WARS Spectrum 48/128	£14.95		£9.95		
RING WARS Amstrad CPC	£14.95		£9.95		
RING WARS IBM PC	£19.95				
				TOTAL	

NAME _____

ADDRESS _____

_____ TEL: _____

I enclose cheque/postal order for £_____ made payable to Cascade Games Ltd.
Alternatively, you may pay by Access, Visa, American Express or Diners Club.

Card No. _____ Expires _____

Please allow 28 days for delivery.
Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate HG1 5BG, England.

SIGNED _____

VAMPIRE'S EMPIRE

GREMLIN

Atari ST

SPECTRUM **£8.99** Tape
SPECTRUM +3 **£12.99** Disk
CBM 64/128 **£9.99** Tape **£12.99** Disk

MAGIC BYTES

Atari ST

AMIGA **£19.99** Disk
ATARI ST **£19.99** Disk
AMSTRAD **£9.99** Tape **£14.99** Disk

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS, Tel: 0742 753423

The Big Screen

Steven Spielberg delivers his Shanghai surprise, but our man *Ward R Street says,* I want Someone to Watch Over Me," as he watches over this month's cinema releases.

▼ *Empire of the Sun.*

Steven Spielberg is a 'wannabe'! When he made *Jaws* he wannabe Hitchcock. With the *Indianna Jones* films he wannabe a 1940s serials director. In *ET* he wannabe Walt Disney and more recently *The Colour Purple* demonstrated just how much he wannabe seen as a serious artist. He's after that elusive Oscar again with **Empire of the Sun** (PG) – he wannabe Dickie *(Ghandi)* Attenborough and David *(Lawrence of Arabia)* Lean rolled into one!

Empire is a big film – a flagship for the Spielberg empire, no less. It's based on J.G. Ballard's Booker Prize short-listed novel, and adapted by a respected playwright, Tom Stoppard. In short, it's just the sort of movie that gets picked for the annual Royal Film Performance.

Its story fully deserves the epic treatment. Set in China during World War Two, it starts with the invasion of Shanghai, following its hero from his evasion of the Japanese forces, through his capture and internment with other British and American civilians in a stark concentration camp and on a brutal forced-march across the desert, right up to 1945 and freedom.

There's a twist to all this though, because the hero, Jim, is only 11-years-old – an English school who's been separated from his parents, and who gradually becomes more wild as the war progresses. We see events through his eyes, but we also realise that the rigours of daily life are cutting deep emotional scars.

These great events are presented on a grand scale, but on the more intimate level the film is less convincing. It's not the acting that's at fault. Christian Bale is superb as Jim, battling against the odds every day. John Malkovich is also brilliant as the amoral American black-marketeer, Basie. But individuals seem to vanish as their faces blur into yet one more crowd scene. All I could think of was the millions spent in Spielberg's quest for glory.

The film tries too hard to obtain a mythical aura, unlike John Boorman's recent *Hope and Glory,* which was a truly magical evocation of one boy's war, made for a fraction of the cost. The script is too literary, battering you over the head until you feel that *Empire of the Sun* might have been a better title. I swear the film lasts slightly longer than the real war in the East. Sometimes more is actually less, Steven.

For lovers of big-bucks epics – and royals – only.

The real thrills are to be found in a more modest movie. Last month we had policeman Richard Dreyfuss falling head over heels in love with the woman he had under surveillance. Now, whadya know, Detective Tom Berenger is doing the same thing. What is it with these cops?

▲ *Stakeout.*

Stakeout played it for laughs, but this time it's serious – deadly serious! Wealthy heiress Claire Gregory (Mimi Rogers) witnesses a murder in an elegant nightclub. She's the only person who can identify th psychotic killer, which is why she needs **Someone to Watch Over Me** (15) if she's to survive until the police bring him to trial.

Detective Mike Keegan would far rather be at home with his wife and kid instead of creeping round a chic Manhattan kitchen in search of a midnight snack. From the start he's all at sea socially, as he stakes out Claire's marble and mirrors hallway, or accompanies her to a posh party.

But it isn't long before he's emotionally swamped as well – sinking deeply into live with her. His marriage is put at risk and worse, so are his and Claire's lives. There's still a psycho out there and he's none too discriminating about who he makes his victims. Keegan's private and professional lives become inextricably intertwined as the story races to an ultra-tense climax.

Hitchcock-style suspense accompanies the pain and problems of Keegan's infatuation in this classy romantic thriller. Director Ridley Scott matches the glossy visual style of *Blade Runner* with the seat-edge tension of his other great hit, *Alien.* Watch over this one when it comes your way.

Imagine a fantasy-adventure story, stacked with the sort of exploits whic made Errol Flynn one of the finest swordsman ever to swash a buckle. Imagine a fantasy land filled with giants and devilish, dwarvish villains, surrounded by seas made treacherous by pirates. Now get somebody with Fergus McNeil's sense of irreverent fun to re-work this fairy tale

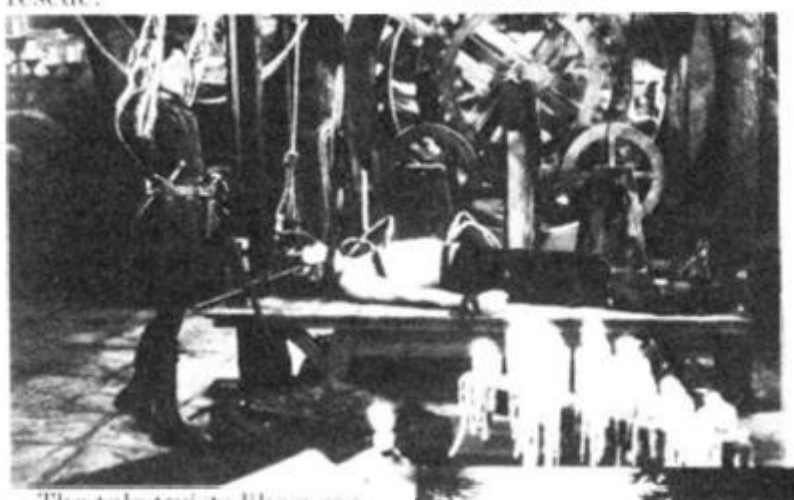
continued on page 106

The Big Screen

. . . and you have **The Princess Bride** (PG).

It's not Fergus telling the story though, but a grandfather talking to his grandson, who's stuck in bed with a cold – and who makes it quite clear that while he doesn't mind the fights, he's none too keen on the soppy stuff! So grandad sticks to the story of how, once Princess Buttercup has been captured by three wicked kidnappers on the eve of her wedding to Prince Humperdink, a mysterious stranger comes to her rescue.

▼ *Princes Bride.*



The tale twists like a sea serpent as nothing turns out to be what it seems. Baddies become goodies, goodies are really baddies . . . and the mysterious swordsman's mask just happens to hide a face from Buttercup's past. Of course it all ends happily and true love wins through – so much so that the boy is willing to witness one last kiss.

This may all sound fairly yucky, and so it would be if not for the knowing edge that writer William Goldman and director Rob Reiner, who made *Spinal Tap* and *Stand By Me*, lend to the nonsensical proceedings. They're helped by a cast which includes a whole host of stars in unusual roles. Billy Crystal from Soap appears as an ancient Jewish wizard; a heavily made-up Peter Falk is the grandfather; and our own Mel Smith even crops up as a camp torturer.

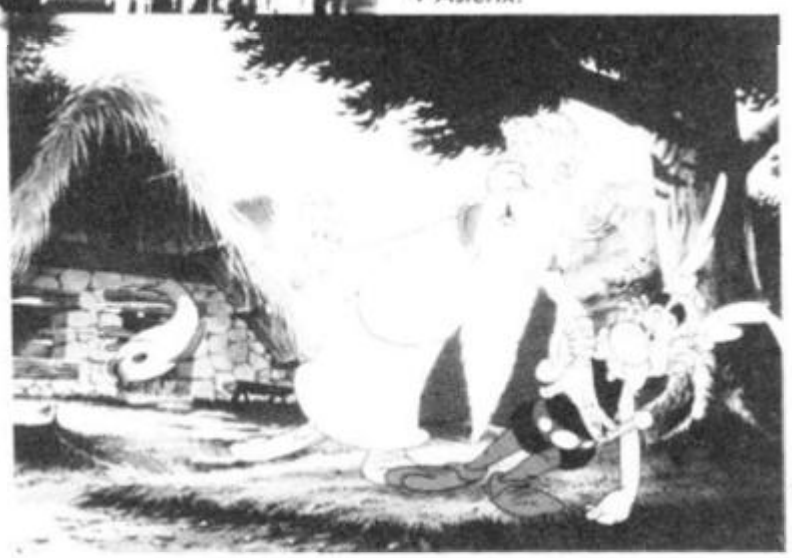
Princess Bride is an affectionate send-up of romantic tales of daring-do.

Reality is even thinner in **Asterix in Britain** (U) – paper thin, in fact, because this is the latest chapter in the animated adventures of the cartoon Gaul. But even though I normally find these radical re-tellings of Roman history highly resistible, this time I was in hysterics.

It's always interesting to find out how the rest of the world sees you. On this showing we Brits have a reputation for endless tea drinking and knocking off work at five on the dot for a game of cricket. Unfair – I don't pick up my bat until five fifteen at the earliest!

This gives Caesar's legions every opportunity to walk all over us until just one little village remains. Everything looks bleak till one of its inhabitants remembers a cousin across the Channel and sends out a call for help. Guess who answers, complete with magic portion, to help the resistance?

▼ *Asterix.*



But before Asterix and Obelix can do their stuff they have to cope with every peril imaginable, including pirates and, even worse, warm English ale! It's a bright and breezy romp which won't twist your intellect too much, but which pokes fun at everyone except the heroic Gauls.

You can't take it so easy with **Orphans** (15) though. It's based on a bizzare American play about two brothers who live alone in a decrepit house. Treat is the street-wise would-be-thug who steals to keep his simple brother Philip well-stocked with his favourite food, tuna.

But for all his apparent care, Treat has tricked Philip into isolation by telling him that he suffers from a potentially fatal allergy to fresh air. So they lead their private life of manic fantasy until into their enclosed world comes Harold, a business-man who Treat has kidnapped and plans to hold to ransom.

▲ *Orphans.*

What Treat isn't wise enough to realise is the nature of Harold's business. He's an ageing gangster on the run from the mob. It doesn't take him long to escape, but a sentimental streak leads him to adopt these dead-end kids. He starts to turn Treat into a sharply dressed bodyguard, while he gives Philip the affection and self-respect which eventually tear the trio apart.

This is the month's most difficult film, but it's never heavy – at least once you're used to its somewhat stagey atmosphere. In fact it's often very funny, thanks to the performances of Birdy and *Full Metal Jacket's* Matthew Modine, newcomer Kevin Anderson, and above all Albert Finney, simply superb as the nostalgic mobster. **Orphans** is sure to find a home with anybody into experimental drama.

FAST FORWARD

It's time to load up the video again, as *Ward* recommends the month's top releases for sale and hire.

Video provides a great chance to see a number of movies that never make it to your local cinema. *Amazon Women on the Moon* (TBA) is one of them, and despite the tacky title, it's actually an hilarious Mad-style satire on late-night American TV.

Surf Nazis (18) is another tongue in cheek epic from Troma, purveyors of trash to afficianados. Originally called *Surf Nazis Must Die* this tells a tale of beach warfare, complete with a vigilante granny

Recent additions to the rental circuit that I raved about are *Made in Heaven* (PG) and *Near Dark* (18). The former's truly delightful romantic comedy about reincarnation while the latter's a tale of vampires which is totally terrifying.

I wasn't so keen on *La Bamba* (15) but a lot of people liked this old-fashioned bio-pic of 50s singer Richer Valens. Meanwhile the new James Bond gets a first video outing in *The Living Daylights* (PG) – slightly overlong but great fun.

Strange is the word for the surreal clowning of *Pee-Wee's Big Adventure* (U), which I hated but you may love. But the big, BIG video news is that *ET* will be officially available this autumn.

Meantime Fandersons with several £7.99's burning holes in their pockets will be relieved to here that sell-through label Channel 5 now has volume 8 of *Thunderbirds* (U) containing 97 mins of International Rescue, volume 6 of *Captain Scarlet* (U), four more *Stingray* (U) stories, and finally live-action *UFO* (U) volume 3.

THE POWER HOUSE

ALL AT AN INCREDIBLE £1.99

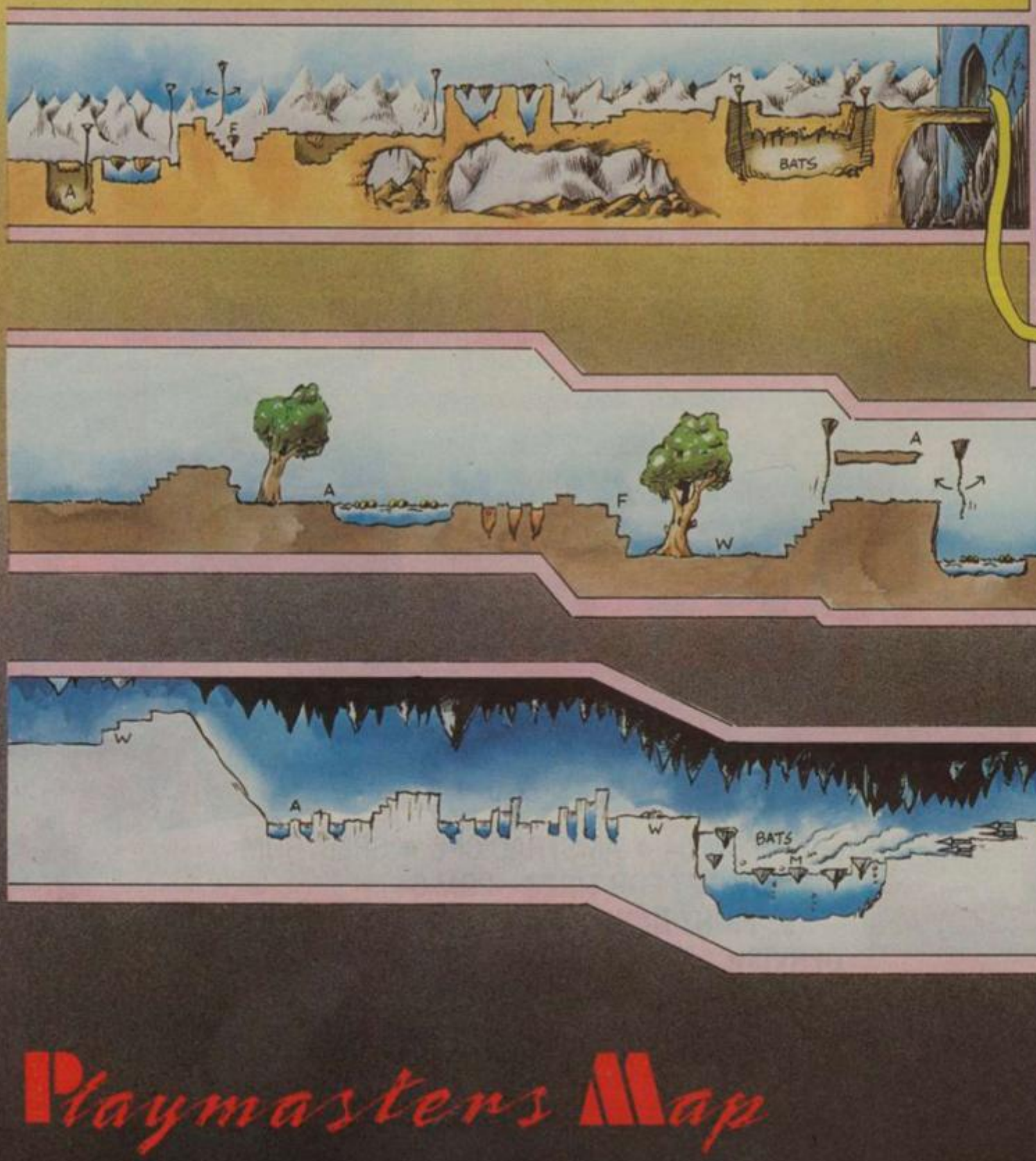
DAMBUSTERS – CBM 64 • AMSTRAD CPC • SPECTRUM
BC's QUEST FOR TIRES – CBM 64
FIGHT NIGHT – CBM 64
DERVISH – SPECTRUM • AMSTRAD
STREET MACHINE – CBM 64 • AMSTRAD

LOOK OUT FOR DOUBLE GAME CBM 64 DISKS AT ONLY £4.99

MAIL ORDER TO:-
POWERHOUSE PUBLISHING LIMITED, 204 WORPLE ROAD, LONDON, SW20 8PN.
Telephone: 01-879 7266 Telex: 928889 USDG Fax: 01-947 2439

RASTAN

LEVELS 1 TO 3



Playmasters Map

Playmasters Map

Sprawling across this page is a stunning map of the first three levels of ace coin-op conversion. Rastan, a game so big we couldn't fit it all on! What this means is that you get a month to get a grip on the first half, and *next month* you can take my hand and we'll go through the tough second half together. Sound all right? *(Massed chorus of "No". Ed.)* I knew you'd see it my way.

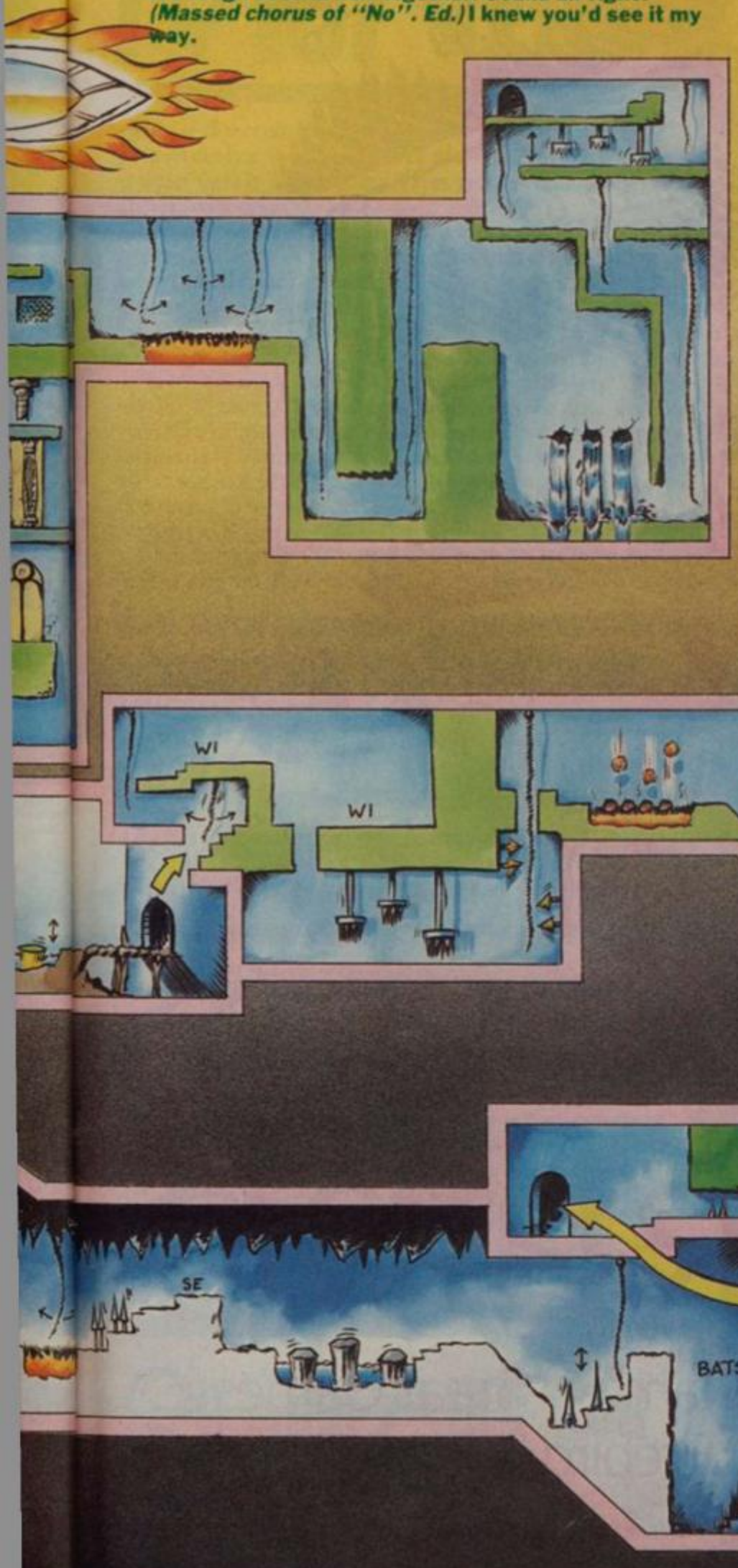
Key

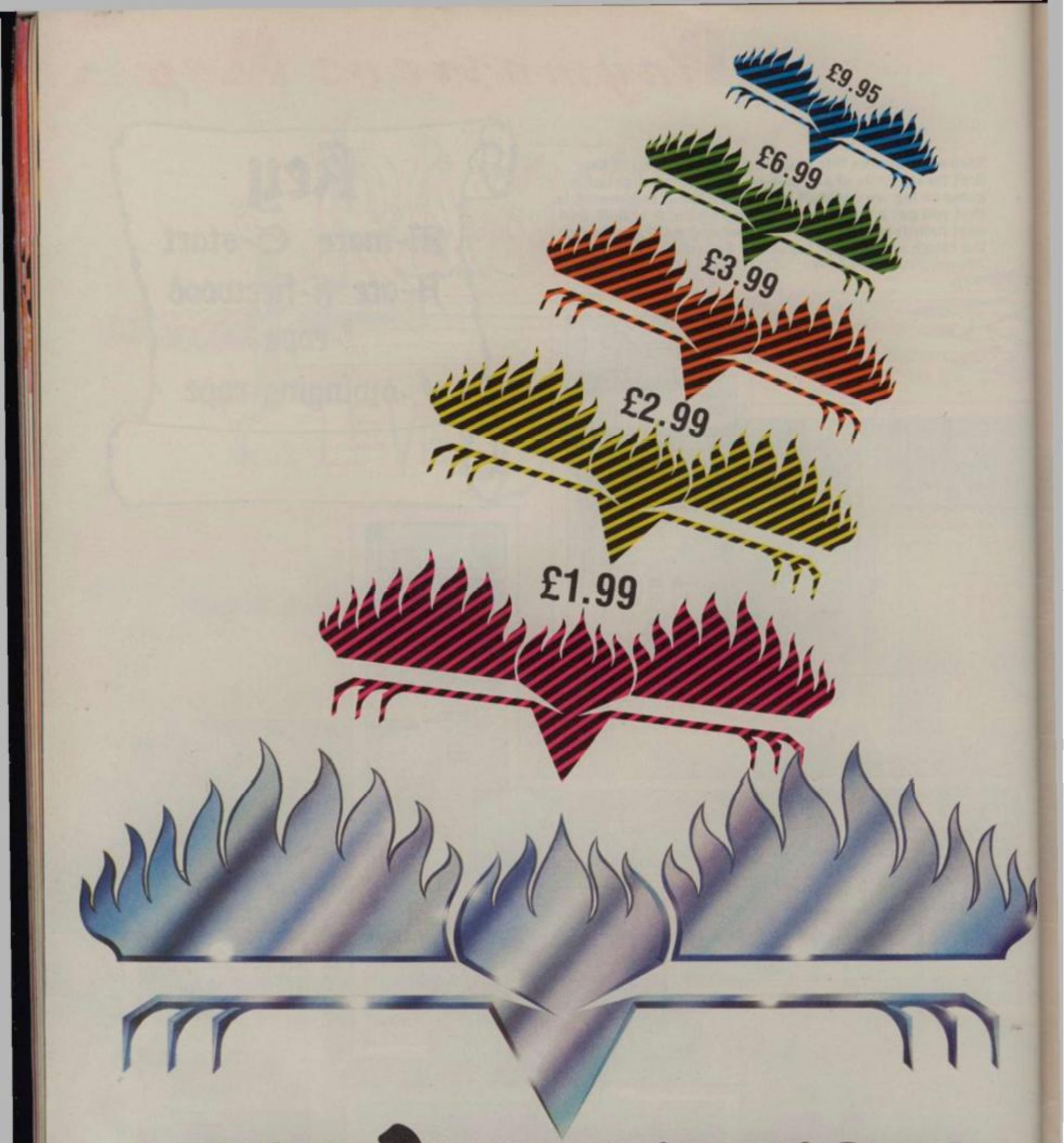
M-mace S-start

A-ace F-firewood

-rope

-swinging-rope





SILVERBIRD

New Packaging – New Name – Great Games...
...A New Flight for the Firebird Budget Range.

Telecom Soft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

Silverbird and Silverbird Logo, registration applied for.

Next MoNth

Alien Syndrome **turned gamers' stomachs when it hit the arcades last year with some of the nastiest aliens ever dreamt of.**

They were so gross the cabinet could have carried an 'X' certificate and no one would have complained. Slimy hulks like the 'Huggers' with their skull heads placed on top of slimy bodies of gunge. The Asophies have gaping mouths, the Tacapies just look like a mass of eyes – yuk.

But there is more to *Alien Syndrome* than ugly Garry Williams-like aliens. There is a helluva games challenge in there as well – enough to make *Syndrome* a cult coin-op hit – one of the very best, a games player's game. C + VG will exclusively review the Commodore 64 and Spectrum versions next month – with a preview of the ST thrown in for good measure.

Winner Stays On. **The letters are pouring in now. One gamer claims to be the 'king of Surrey', another to have 'clocked Glasgow'. Read the first report of the play-offs in next month's issue.**

Playmasters. **New boy Matt Bielby is mapping like crazy. Check us next month for the hints column that is quickly becoming the best in the biz.**

Compos: **If you thought this month's were hot – you ain't seen nothing yet.**

Freebies Are Back: **A mystery free gift will be attached to next month's front cover. You will know that when C + VG has a gift on the front it sells quicker than iced lager in the Gobi desert. So be there with £1.10 in your hand – or miss the best value in computer games magazines in the known universe.**

On Sale April 15th

Dear Mr Newsagent, Avoid a visit from Shuck and Doode and reserve me a copy of Computer + Video Games, May issue!

Name _____

Address _____

_____

• Hurtle into the future with May's C + VG out on April 15th. It's hotter than hell . . . in a cool sort of way.

Playmasters

Winner Stays On

We're looking for the best all-round Games player in the country, and it could be you!

So you think you're pretty hot stuff with that joystick, huh? You guess you could rack up a high score on just about any game, any system. You figure half an hour up against you in the C+VG games room would have our Ed sweating and steaming and begging for mercy.

You're pretty lippy really, aren't you, kid? Well, this is where C+VG gives you the chance to put your trigger-finger where your mouth is, in the C+VG *Winner Stays On Challenge.*

Hi, do you know me? Well actually the answer is no, you don't, not yet anyway – but I'm afraid you're going to have to in the months to come. My name's Matt, and I'm the new kid on the block here at C+VG. If you're in the habit of reading every piece of small print in the mag – and let's face it who doesn't? – You might just have seen my name pop in there under "Staff Writer" last ish, even though I hardly did a stroke of work on it *(What's changed? Ed.)* Well right here, right now is where I start earning my keep, and it's nice to be able to kick off on a high note, with the intro to a great new competition to find the best games player in the land. Trigger *fingers ichy? I thought so. Let's get blasting . . .*

THE CHALLENGE

The set up is this. On Saturday April 23, C+VG will bring together the top ten players and the latest games, lock them all in a room together and get them to fight it out. The winner at the end of the day becomes the C+VG champion for that month.

But it doesn't end there. The month after that he will have to defend his hard won position as king of the gaming castle against the three meanest challengers.

THE GAMES

To cut the grade with the best of them, you're going to need a pretty wide range of skills. Each challenger will be playing his rivals on five different types of game, selected on the spot by the C+VG team, on all different systems. You will only have a few minutes on each game to prove yourself, so it's going to be a real survival of the fittest!

You will play: A classic shoot-'em up, a beat-'em up, an arcade adventure, a strategy game and a racing game.

In addition there will be the Editor's challenge, where the contestents go up against our Ed at the game of his choice, so expect the un-expected!

THE PRIZES

Everyone that we bring down to London for the play-offs (expenses paid of course!) will go home with a C+VG T-shirt, and copies of every game used in the challenge (for whatever system you prefer) pressed into their sweaty little palms.

In addition the winner will get a year's subscription to C+VG, a £50 WH Smith voucher to spend on the software, books or records of his choice, and a special framed mock up of a C+VG cover featuring his moment of fame and glory. Should our champion be good enough to beat all comers three months running – and we think that's pretty unlikely! – he will not only walk off with all that lot, but an Atari ST as well!

Obviously we have no way of telling whether you've put down a true score or not, but think of this: should you get selected for the challenge, you'd better have the skill to back it up, unless you fancy setting yourself up as the laughing stock of the C+VG office, the whole gaming world besides!

Closing date for the initial challenge to find our first "Winner stays on" champion is April 14th so post your scores in now!

As you can see, old *C+VG* is starting to burst at the staples with hints and tips, maps and pokes.

Yep, we're going places, but to get there we're going to need your help! If you think you can map a hot new game – through all the levels mind! – we want to hear from you. If you've got some super hot tips the rest of us just can't live without, send them in.

Show us how you can beat the machine at its own game, and not only will you get your name in lights – or in small print anyway! – but we'll pay good money for the ones we use!

Matt

Name:.....

Address:.....

Age:.....

Game	System	Score
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....

BAD CAT

"The graphics used are of a high standard, the events original and the sound is superb." ST USER

Screen shots from Amiga version.

Its the year 1984 and Los Angeles prepares for the Olympic Summer Games. The dignitaries and celebrities prepare their speeches, and await the huge crowds expected to attend. Beware there are still the straying city-dweller cats - despised by all. The infamous cats are well known for they are planning their own competitive games. Will Bad Cat live up to his name?

PC – 24.99d
CBM 64/128 – 9.99t, 11.99d. AMIGA – 24.99d
AMSTRAD – 9.99t, 14.99d. ATARI ST – 19.99d

TOMORROWS SOFTWARE TODAY

GO!

GO! Media Holdings Ltd. Units 2/3. Holford Way. Holford
Birmingham B6 7RX. TEL 021 356 3388.

Rainbow Arts

Playmaster Map

Enter the dragon, heralding a fire-breathing, scale-shattering, wing-waggling, fang-frightening *C+VG* competition.

Not only do we bring you this amazing map of Black Lamp, one of Firebird's best releases, but we also give you the chance to win an utterly awesome hand-painted miniature dragons. And we've got five of these little beauties to give away PLUS 10 copies of Black Lamp for the runners-up.

All you've got to do is to get your imagination into gear and create an amazing dragon. You can use paints, inks, coloured pencils or crayons. And, judging from past responses to *C+VG's* art competitions, we've cleared an extra large space for the thousands of entries. We may even use the best one as a *C+VG* pull-out poster.

Just send your entry to Black Lamp Competitionm, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for the competition is April 16th and the editor's decision is final.

It's more than just a pretty picture showing the layout of the castles, woods and villages that make up the world of the Black Lamp game, this map also shows you where to go and what to avoid. Areas marked D on the map indicate rooms where dragons, the most dangerous monsters Jolly Jack must face on this quest may lurk, though not every dragon room contains a dragon or the valuable Black Lamp it guards.

L indicates where there are lamps to collect. There are eight primary lamp rooms on ground level, any one of which you may start at, though the nearer you begin to one of the two main towers the better off you'll be. Other lamps are kept in the towers – see floor plans – and in the network of dungeons and caverns that

BLACK LAMP COMPETITION

NAME ..... AGE .....

ADDRESS .....

.....

.....

Tick which computer you own

Atari ST ☐ CBM 64 ☐

Spectrum ☐ Amstrad ☐

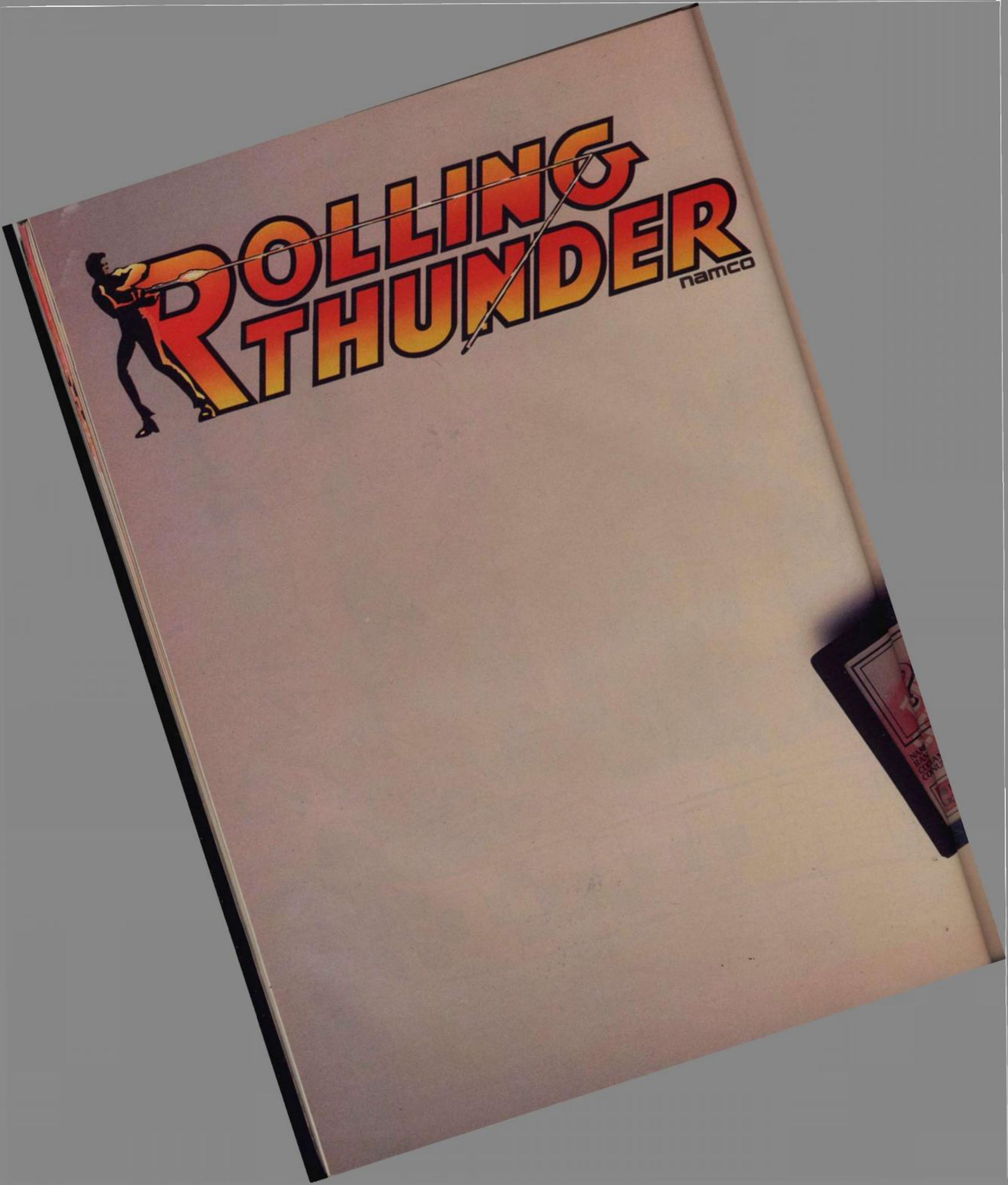
Playmasters Map

BLACK LAMP

exist beneath the surface.

You would, in fact, be well advised to get into the tunnel system as soon as possible as it enables you to move around a whole lot faster than on the surface, and is absolutely littered with lamps. It also enables you to avoid the scrolling screens that make up much of the woods and village streets – they contain no lamps, and feature lots of dangers.

Look for more great maps every month right here in Playmasters. If there is any game you are having trouble with – and you think a map might help – why not write in and suggest it?


ROLLING
THUNDER
namco

Have you got what it takes.... ....to be an RT undercover cop?

A Coin-op Classic from U.S. Gold.

U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

ARCADE

C + VG's Arcade Ace Clare Edgeley this month gets to grips with Mr Heli, Heavy Barrell and Twin Cobra. These are now the C + VG recommended games to spend your pennies on.

MR HELI

Mr Heli is a gem from Irem Corporation – cute graphics, lots to shoot at and an incredible array of colourful graphics.

This addictive little game may not be much to look at initially, but wait till you start playing. It's highly addictive and great fun.

Set on a distant star in some unknown galaxy, you play Mr Heli, a small, rotund helicopter which is part of the Earth's cosmos patrol, sent to save the star from the invasion of a bunch of gloriously technicolour aliens and their support squadron of black helicopters.

That neat little storyline hardly prepares you for the wonders to come. Your first patrol takes in the star's surface – weird outcrops of rock suspended high above your head, floating islands of grass tufted soil and fluffy clouds lounging around in the sky.

Then the first attack wave appears, choppers zoom towards you, and aliens of all shapes and sizes wing in to attack. It's fairly simple at first to despatch these nasties, just a flick of the fire buttons and bullets spew from both the nose of your helicopter and straight up from a gun mounted in the whirling blades. A quick flip from right to left and the skies are momentarily clear.

But fuel and energy levels are falling, your bullets aren't enough to cope with the influx of yet more nasties and it's at this point that you discover the wonders of hidden crystals.

These blue life saving gems lie covered by a coating of rock, which, when blasted by bullets or bombs, fragments to expose the crystals in a variety of sizes. Just pick up a crystal and you'll be awarded some cash ranging from a mere $20 to $500. With the money collected you can now buy extra weapons, shields, fuel, and energy when you blow apart the rock and expose the respective symbols.

The bonuses also range in price so you must keep a watchful eye on how much you've got in the bank at any time. There's no point either in picking up everything you uncover, as certain bonuses like extra bombs may not be needed at that moment. Save your money for the items you really need.

All the time the action is getting faster, aliens hover in droves, rock formations lose their grip and float around creating additional hazards, and, worse, there's not enough time to uncover all the crystals without coming under attack. Luckily *Mr Heli* is a highly manoeuvrable little thing and can flit around at high speed.

Soon you'll come to the end of the first stage where, to get any further in the game, you must destroy a largish and very unfriendly space ship.

The next stage takes you underground to a maze of rocks and to make life more difficult, the background scrolls this time so that you have to follow it. More cunning aliens appear and you're given even less chance to pick up crystals and extras.

Now onto the next stage which is made up from a jungle of vegetation resembling an intricate background tapestry. Volcanoes loom ahead rising from the ground as well as suspended from the ceiling. On this stage you are mainly flying from left to right. Dodging the volcanoes is tricky as they are placed close together and spew great gouts of lava in synchronised time. The only way to get past them is to blast the lip until the rock collapses in on itself, temporarily plugging the mountain.

Mr Heli is full of surprises and each new stage offers a fresh supply of puzzles, brilliant graphics.

▲ *Each new stage offers fresh puzzles.*

▲ *Your first mission.*

HEAVY BARRELL

All the games I've seen this month have been graced with clear large sprites, and Data East's *Heavy Barrell* is no exception.

As can be expected though, this storyline is passé with one or two toothardy braves taking on an army unknown strength and size. However, they've decided to go for it and at least Data East has turned this game into a considerable challenge which is more than helped by the continue play facility.

Dropped in by parachute in a sufficiently stealth like manner, the two heroes immediately get out their guns and make their presence felt and heard. The noise drags the alarmed enemy to the scene and immediately chaos

▲ *Surrounded and defeated . . !*

ACTION

reigns as bullets fly and men fall in droves. Actually, *Heavy Barrel* is great fun and highly playable.

It's different too. As soon as the heroes have decimated the immediate enemy they move onto a platform which hovers just above ground level. This slowly moves back and forth, revealing large numbers of enemy troops hiding beneath it. As they are uncovered they let loose with heavy gun fire and try to clamber onto the platform. The only way to stay alive at this point, stuck as you are on the platform, is to blast the individuals as they climb aboard. Let too many onto the platform and you don't stand a fighting chance.

The platform eventually comes to a halt allowing you and your mate off onto solid ground. Lots more swarm to attack and it's a good idea to make use of the

▲ *Crossing the bridge brings you into more conflict.*

extra weapons lying around at this stage. Unlike most games there are extra weapons of all sizes and varying strengths. The best seem to be flame throwers which pulse out great gouts of fire sizzling everything they touch. This is probably why this game is so satisfying. Once you've picked up one of these weapons, the rest is easy and gives you a great feeling of power and invincibility.

The enemy all wear masks, in fact they look suspiciously like grey welding masks, though they're not much use against a flame thrower. When they get hit, they turn yellow, flicker and fall over backwards. No blood and guts in this game.

Enemy tanks zoom around and, if you blast these, other bonuses

▲ *The enemy always keep coming.*

will be awarded like shields. A quick tip. If you have a flame thrower, or some other weapon of equal power, take care not to run over a bonus weapon lying on the ground as the two will be swapped and more than likely, you'll find yourself with something inferior.

Another platform is reached but this time it's also booby trapped. As soon as it's in motion, and just when you can't get off, two huge hydraulic claws descend moving up and down to quarter the small platform. You must dodge out of the way of you don't want to be knocked cold. Firing continuously at the claws will eventually blow them up, but this takes a while and the whole escapade is fraught with danger.

As soon as you've been let off you'll run up against a wall which must be destroyed if you're to get to the next section. This is a railway sidings, with men in trucks careering round the intricate mass of track, firing at you. This level is particularly tricky, as apart from dodging bullets make sure you don't stumble into an oncoming truck and be flattened.

Huge numbers attack on this level and to make matters worse enormous stationery tanks turn their cannons on you. Dodging bullets, chucking grenades and flaming the baddies ensures the action is non-stop. If you can pick up a shield at this point, you'll be surrounded by a circle of stars which form an effective barrier to anything thrown at you. Unfortunately, neither the shields nor the extra weapons last for long, and you constantly have to keep collecting new ones up.

TWIN COBRA

Taito's *Twin Cobra* is a helicopter shoot 'em up over war torn skies and as such could be compared to *Flying Shark*. The game looks easy in the hands of experts, but believe me, you'll need bags of practice and no small level of skill to get anywhere in this fast and difficult shoot 'em up.

The main tip with games like *Twin Cobra* is to keep more of an eye on the whereabouts of enemy bullets than on your chopper. Tricky at times as you could fly bang into the enemy it you don't pay enough attention.

At the start of the game your chopper takes off from the flight deck of a ship, the blades whirring faster and faster for lift-off. Immediately you're zooming high above desert with clumps of scrup interspersed with enemy cannons and the like. All too soon squadrons of blue choppers slide into attack formations, tanks appear and fill the air above with anti-aircraft fire.

Soon the desert gives way to a town of sorts. Tanks patrol the roads and enemy chopper rise to halt your progress. Just keep punching the firebutton and hope you can outlast each attack long enough to pick up some extra firepower. 'B', 'S' and 'P' symbols soon appear together with whirling discs which spin through a range of colours – blue, green, red, biege and so on.

At first I didn't take much notice of these colourful discs which was nearly my undoing. However, in the midst of a particularly vicious attack I accidentally tlew over the disc when it was blue and immediately sprays of blue missiles arced from the chopper's cannons, devastating everything in their path. This extra firepower is a huge bonus and the colour of the disc denotes different weapons of varying ferocity.

These extra weapons will be needed when you fly over a heavily fortified army base. Blast the hangers and more symbols appear for extra points and bombs.

The pace quickens, more enemy choppers join in to stop you reaching your refuelling barge. This offers only a brief

▲ *Twin Cobra is a clear, well presented game.*

▲ *It's a well planned and exciting game.*

respite, but long enough to get some feeling back into your aching trigger finger.

One aspect about *Twin Cobra* whichI like are the large sprites. Everything is a decent size and the whole game is clear and easy to see with no messy graphics cluttering the view. The game is incredibly fast and judging by the queues waiting to play it, very popular. I thoroughly enjoyed it, even though it is so like dozens of others before. At least it has been well planned with a lot of thought going into gameplay, feel and looks.

GLINTLAND

ATARI ST SOFTWARE

Xenon	13.50
Barbarians (psygnosis)	15.95
Barbarians (Palace)	10.25
Crazy Cars	15.95
Enduro Racer	10.95
F15 Strike Eagle	15.95
Guild of Thieves	15.95
Jewels of Darkness	13.50
Leaderboard	15.95
Skyfox	15.95
Sidewalk	15.95
Stationfall	21.50
Silicon Dreams	13.50
Silent Service	15.95
Sentinel	13.50
Trivial Pursuits	13.50
Hunt for Red October	15.95
Star Trek	15.95
Eco	14.95
Tonic Tile	14.95
Juxter	16.95
PC Ditto	69.99
Star Wars	13.95
Ninja Mission	6.75
Chopper X	6.75
Superbowy	13.95
Terrorpods	16.95
Uninvited	19.99
Ninja Mission	6.95
Space Ranger	6.95
Starglider	17.95
World Games	16.95
Phalanx	6.99
Feud	6.95
Moebus	16.95
Crazy Cars	16.95
Swooper	14.95
Goldrunner	16.95
Silent Service	16.95
Grandslam Tennis	16.95
Leisure Suit Larry & The Lounge Suit Wizard	14.95
Balance of Power	20.50
Insanity Flight	16.95
Dark Castle	16.95
Superbase	65.00

AMIGA SOFTWARE

ROAD WARS..... 12.99

Alien Strike	10.50
Barbarian	15.95
Wordperfect	195.99
Guild of Thieves	15.95
Demolition	6.99
Hunt for Red October	16.95
Hitch Hikers	15.95
Challenger	6.99
Stationfall	15.95
Plundered Hearts	15.95

THESE PRICES ARE THE LOWEST!
WRITE FOR QUOTE ON ANY OTHER TITLE. Cheques with orders to:
GLINTLAND LIMITED
3, Bell Barns, Baldock Road, Buntingford, Herts.
Telephone: 0763-73208

ADVERTISERS INDEX

Atari	16,17
Activision	120,121
Barclays Bank	33,35
Byrite Software	63
Castle Computers	28
Charnwood	47
Comms Media	51
Classified Section	78
Cascade	84,85,102,103
Database	29
Elite	IFC,3,121
E + J	47
Exmouth Micros	40
Glintland	120
Gremlin	38,20,89,104
Grandslam	41,54,55
Hewson	83
Holmesoft	40
Infogrammes	73
Incentive	47
Jade Games	49
KJC Games	57
Lerm	45
Loriciels	68
Megasave	40
Mastertronic	26
Microprose	44,59,77,101,129
M.G.L.	47
Mirrorsoft	90
Mailsoft	51
National Computer Library	49
Ocean	IBC,36,50,65,71,95,128
Palace	10,11,13
Power House (The)	101
Sincom	120
Silica Shop	97
Shekhana	63
Telecomsoft	110
US Gold	...OBC,6,7, 30, 47,49,74,80, 113,116,117,124,126
Video Vault	81
Woolworths	23
Worldwide	76

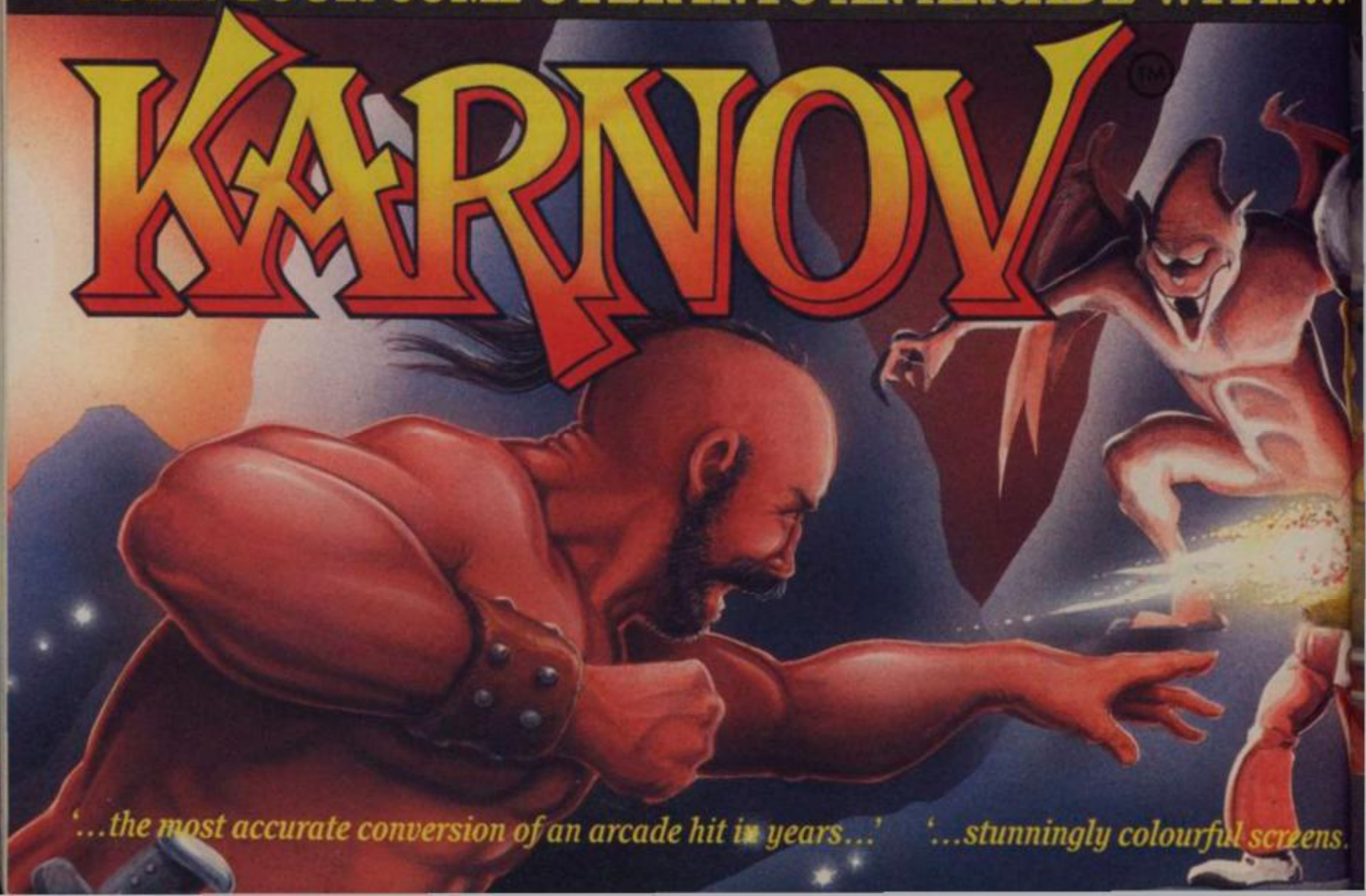
SOFTWARE CHEAPEST MAIL ORDER AROUND!
CHEQUES MADE PAYABLE TO:
SIN-COM SOFTWARE 20 SEVERN RD. CULCHETH
WARRINGTON CHESHIRE WA3 5EB
TEL: (092-576) 6492

SPECTRUM	CASS	DISK
CALIFOR GAMES	6.45	9.90
BUGGY BOY	5.45	10.90
720°	6.20	
INT. KARATE +	6.45	
DRUID 1	5.45	
NEBULUS	5.45	
GUNSHIP	6.45	9.95
OUT RUN	6.20	
SUPER HANG ON	6.20	
COMBAT SCHOOL	5.50	9.90
GRYZOR	5.50	
SCRUPLES	6.20	9.95
MATCH DAY 2	5.50	9.90
GAUNTLET	6.20	
THUNDERCATS	5.50	9.90
NIGEL MANSELL	6.50	
PLATOON	6.30	
RENEGADE	5.50	9.95
BASKET MASTER	5.50	
MAGNIFICENT 7	6.90	11.90
SALAMANDER	5.50	
ELITE COLLEC.	10.00	
FLYING SHARK	5.50	
LIVE AMMO	6.90	
PAC LAND	6.25	
DRILLER	9.90	11.90
ALT. W. GAMES	5.30	
GARY LINEKER	5.30	
IKARI WARRIORS	5.30	
THE LAST NINJA	6.60	
RAMPAGE	6.35	
S.S. BASKETBALL	6.40	
S. S. BASEBALL	6.40	
19 (BOOT CAMP)	6.45	
RASTAN SAGA	5.45	
MEAN STREAK	5.45	
BARBARIAN	6.50	9.90
BANG. KNIGHTS	6.60	
W. C. L' BOARDS	6.45	9.95
SUPER SPRINT	6.45	
SCRABBLE DELUXE	7.50	11.50
ACE – 2	6.45	
BEST ELITE 1 + 2	6.80	
BUBBLE BOBBLE	5.45	9.90
GAME SET MATCH	6.60	13.20
IMP. MISSION 2	6.45	
IRON HORSE	5.45	
PREDATOR	6.60	
SOLID GOLD	5.80	9.95
TOUR – DE – FRANCE	5.45	
FOOT. MANAGER 2	6.45	
MASK 1/2 EACH	6.45	
JACKAL	5.45	
TAI – PAN	5.45	9.95
COMMODORE		
JINXTER (DISK ONLY)		14.90
GAUNTLET 2	6.60	9.20
SUPER HANG ON	6.60	9.90
ALT. WORLD GAMES	6.60	9.95
HUNTERS MOON	6.60	9.90
MATCH DAY 2	6.20	
EPYX EPICS	6.60	9.95
BUGGY BOY	6.60	9.95
720°	6.60	9.95
BEST ELITE 1 + 2	9.95	13.00
STEALTH FIGHTER	9.95	13.00
OUT RUN	6.60	9.95
COMBAT SCHOOL	6.20	9.95
INT. KARATE +	6.60	9.95
IMP. MISSION 2	6.60	9.95
DEF. OF CROWN (DISK)		10.50
FLYING SHARK	6.45	9.90
INFILTRATOR 2	3.70	6.90
C. YEAGER'S AFT	6.60	12.20
SHOOT EM UP CK	9.95	14.50
SKATE OR DIE	6.50	9.95
GRYZOR	6.45	
PLATOON	6.60	9.95
RASTAN SAGA	6.45	9.90
SCRABBLE DELUXE	9.00	11.50

OCTAPOLIS	6.60	9.95
PAC LAND	6.60	9.95
MANIAC MANSION	6.60	9.95
NIGEL MANSELL	6.60	9.90
BUBBLE BOBBLE	6.45	9.90
S.S. BASEBALL	6.60	9.95
S.S. BASKETBALL	6.60	9.95
DRILLER	10.00	12.90
DRUID 2	6.45	9.90
SOLID GOLD	6.60	9.95
BANG. KNIGHTS	6.45	9.95
LUCY ANCIENTS (DISK)		12.45
LIVE AMMO	6.60	9.95
GAME SET MATCH	6.90	13.45
GARY LINEKER	6.60	9.95
RAMPAGE	6.60	9.95
FOOT. MANAGER 2	6.45	9.90
GUILD OF THIEVES (DISK)		14.00
TEST DRIVE	8.50	13.70
APPOLO 18	8.50	13.70
DESTROYER (DISK)		12.50
IRON HORSE	6.45	9.90
THUNDERCATS	6.60	9.95
COSMIC CAUSEWAY	6.60	9.95
TETRIS	6.20	
BASKET MASTER	6.20	
S. ICE HOCKEY (DISK)		10.00
MADBALLS	6.20	
MAGNIFICENT 7	6.90	13.50
AMSTRAD		
GAUNTLET 2	6.85	10.50
OUT RUN	6.65	10.50
CALIFORN. GAMES	6.65	9.90
MATCH DAY 2	6.45	10.50
W. C. L' BOARDS	6.65	10.50
JACK NIPPER 2	6.85	10.50
RENEGADE	6.45	10.30
BUGGY BOY	6.45	10.40
BEST ELITE 1 + 2	6.85	10.50
COMBAT SCHOOL	6.45	10.40
GRYZOR	6.45	10.40
SCRABBLE DELUXE (DISK)	12.90	10.50
LIVE AMMO	6.85	10.50
ATARI ST		
DEFENDER OF CROWN		20.00
BUBBLE BOBBLE		13.90
BARBARIAN (PALACE)		10.90
EGD		14.50
ROADWARS		13.80
BUGGY BOY		14.50
SILICON DREAMS		12.90
G – BALL		14.50
WUSBALL		16.45
THE LAST NINJA		18.45
SENTINEL		14.45
SOLOMONS KEY		14.45
ROAD RUNNER		18.40
SUB. BATTLE SIM.		19.40
JINXTER		18.40
GAUNTLET 2		18.45
OUT RUN		14.45
C64 TAPE RECORDERS		25.00
C64 DISK NOTCHERS		3.50
10 BLANK C15 TAPES		5.00
DUST COVERS AVAILABLE IN RED / GREEN / BLUE		
C64 AMIGA 500		5.00
C64 M/VIC20		4.50
C64 128		4.80
ATARI 520ST		5.00
JOYSTICK / INTERFACES		
SUPER PRO CLEAR		14.50
SUPER PRO CLEAR + AUTO		16.00
SUPER PRO		13.00
SUPER PRO + AUTO		14.00
SPEC. MULTIFACE 1		36.50
SPEC. MULTIFACE 3		36.50
SPEC. MULTIFACE 128		36.50
SPEC. JOY INTERFACE		5.50
AMS. MULTIFACE 2		38.00
C64 ACTION REPLAY 3		25.00

PLEASE NAME COMPUTER WHEN ORDERING
IF GAME NOT AVAILABLE IT WILL BE SENT ON RELEASE DATE

TURN YOUR COMPUTER INTO AN ARCADE WITH...



Major Career Programming Opportunities

In-House Opportunities

Designer/Programmer **To £25,000 OTE**
This is an exciting new role for high achievers, liaising with Graphics/Music and design support functions to develop original (16 bit) products for subsequent conversion to other formats for world wide sale.

Senior Programmers, Programmers **To £15,000 OTE**
We have opportunities at various levels for experienced professionals to work on the development of single format conversions for world wide sale, liaising with graphic/music and design. You will be able to demonstrate a high degree of technical ability in Z80, 6502 assembler. Senior roles exist for high achievers.

Senior Designers, Designers, Senior Graphic Artists, Graphic Artists, Senior Musicians, Musicians **To £15,000 OTE**
Our commitment to producing software of the highest possible standards is the key to our success. We need people who can work closely with in-house, sub-contract program developers in the development of multi-format establishment software products for worldwide sale. You will be either currently involved in this capacity or will have formal qualifications to equip you for these roles.

Trainee Programmers, Designers, Graphic Artists, Musicians
Opportunities exist for the right people to liaise with in-house development staff to develop your skills and techniques prior to appointment in one of the above disciplines. You will combine academic excellence with a creative and effective outlook, some proven experience in your selected discipline would be beneficial or alternatively an ability to demonstrate your work or potential.

Format Supervisors
This role requires highly developed and proven skills in planning, resourcing and managing in-house and sub-contract program developers in the development of specific format software products for world wide sale. Exacting quality standards and ability to meet commercial deadlines will be more important than specific technical knowledge.

Sub-Contract Opportunities

Development Teams **OTE £100,000**
Liaising with in-house, supervision and support functions on original multi-format entertainment software product development for world wide sale.

Designer Programmers **£25,000 OTE**
Liaising with in-house supervision and support functions on original single format (16 bit) entertainment software product development, for subsequent conversion to other formats for world wide sale.

NINTENDO DEVELOPMENT OPPORTUNITIES AVAILABLE (FULL SUPPORT GIVEN)

The development of new products combined with our success in the market place will provide excellent opportunities for challenging work and further career development. In consideration with this campaign we have produced a Company Opportunity Brochure. If you would like to be a part of one of the most exciting software developments of the future and how you match up, write or phone for the free brochure. Alternatively write or phone with details of your experience to date and ambitions and we will fix a time for a chat.

Contact George Yapp, Software Development Manager,
Software Development Centre, Anchor House,
Anchor Road, Aldridge, West Midlands WS9 8PW.
Tel: 0922 55852 Telex 336130 ELITE G Fax: 0543 414842.

elite

Elite Systems Limited

KARNOV, THE 'WELL-KNOWN' FIRE-BREATHING RUSSIAN,IS RUNNING, JUMPING, CLIMBING, SWIMMING AND FLYING AFTER THE LOST TREASURE OF BABYLON. COUNTLESS WACKY MONSTERS ARE OUT TO STOP HIM . . . EVER SNUFFED IT AT THE HANDS OF A SKELETON ON AN OSTRICH? INCORPORATING NINE LEVELS OF GAMEPLAY, KARNOV IS A VAST 4 WAY SCROLLING GAME THAT COMBINES BOTH STRATEGY AND FAST ACTION AND IN WHICH THERE ARE MANY ROUTES TO SUCCESS.

Commodore 64/128 Cassette (£9.99) and Disk (£14.99), ZX Spectrum 48K/128K + (£9.99), Amstrad CPC Cassette (£9.99) and Disk (£14.99).

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Northampton NN8 4FR. Tel: 0933 76768.

DATA EAST

TM & © 1987 Data East USA Inc.

MEAN MACHINES REVIEWS

Tony Takoushi goes into overdrive this month as he rants and raves about the delights of Stinger on the Nintendo and three ace Sega sensations. Hang on to your seats, the action starts . . . NOW.

• STINGER

How do you fancy a shoot'em up that throws absolutely everything at you?

Is that saliva oozing from your mouth?

GOOD!

Stinger is a newie shoot'em up from Konami for the Nintendo console, it packs a mean mean punch and is going to have you begging for more.

The scenario is jolly spiffy with you out to rescue a professor (he looks like a reject from *Back to the Future)* who has been kidnapped by the dreaded Attackons. Your craft is called a *Stinger* and you have to battle through seven stages to rescue the prof.

▲ *Stinger — packs a mean punch.*

There is a choice of one or two players (two players is simultaneous play and you can join up for a ripple laser) and the action takes place against horizontal and vertical scrolling backdrops.

Your ship starts with basic firepower of bullets and bombs and these can be enhanced by shooting and collecting different coloured bells which can be shot out of clouds floating across the screen. Yellow bell (500-10,000 points), Blue Bell (speed up), Red Bell (laser), White Bell (double fire), red and white (triple fire power with three ships), blue and white (force field).

On the ground are targets which be shot and collected to boost fire power.

If your ship gets hurt an ambulance appears which you must make contact with to return you to normal (you can only use this once per life).

The first scene is a horizontal scroll across the Pacific Ocean. Scene two is in an undersea Kingdom which has you shooting against a vertical scroll. The third scene has you flying across the desert with rattling clothes hangars trying to ram you (this is straight out of *Revenge of the Mutant Camels!)*, and is a horizontal scroll.

▲ *Stinger — rescue mission.*

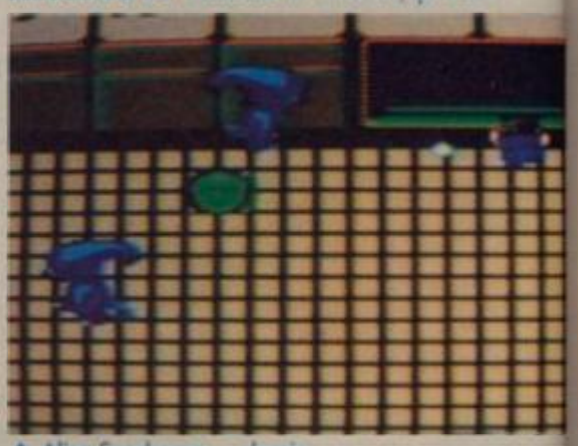
It is a stunning game with some truly staggering power ups and fast, twisted zap the mothers action. Go get it!

► GRAPHICS	8
► SOUND	8
► PLAYABILITY	9
► OVERALL	9

• SEGA SPECIALS

Three of the best offerings for the Sega console are *SDI, Alien Syndrome* and *Zillion 2.*

They are all 128K games and are scheduled for release in March, prices should all be around £20.



▲ *Alien Syndrome — classic . . .*

▲ *. . . hostage crisis.*

You are probably familiar with SDI from the arcades, it is a *Missile Command* deriviative with a fast almost compulsive feel to it. The scenario has you sitting in a Global Defense Satellite high above the Earth you have to shoot down missiles, satellites and Crab Ships which are trying to blow up Earth.

To stop them you control the Satellite and a cursor sight, button 1 and the joypad moves the satellite while joypad and button two sight and fire interceptor missiles.

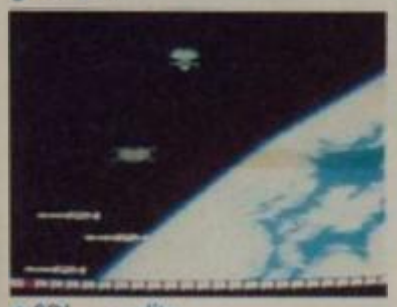
The game has ten stages, five offensive and five defensive (Earth, Moon, Asteroid Belt, Saturn and Hidden Planet). You have three lives with a life being lost if you are shot by the enemy.

You are faced with an Offensive half to start with, if any missiles pass you have to play a defensive half destroying the missiles before they enter the atmosphere and hit the planet (the damage meter is carried over).

You start against a smooth scrolling backdrop of space (left to right) and missiles fly in from the right side of the screen.

SDI is a quality game with a good feel and enough action to keep you away from the TV. Firing into a cursor takes a little getting used to but when you do . . .

Alien Syndrome is another game from the arcades. It is a classic L and R job with the usual high strains of play and presentation expected from Sega. You take the role of Ricky or Mary and have to rescue Hostages from seven different ships before a bomb goes off.



▲ *SDI — quality.*

▲ *Zillion 2.*

▲ *Zillion 2 — brain puzzler.*

Each ship has several rooms to investigate, and is populated by two different aliens. Ordinary aliens are fatal to the touch while Defenders are in every room in the ship and can be shot, rendered useless for a limited time (they fire at you while aliens just roam around).

To rescue the hostages you simply walk over them and when they have all been collected you can go to an exit where you have to battle the Alien Boxx of that ship (a super duper biggy who is just begging for a good zap). He has to be beaten to progress to the next ship. You can upgrade your weapons by picking out weapons from the walls throughout the ship (Fireball, Laser, Warp and Mystery).

The last goody is *Zillion 2*. If my mailbag is anything to go by there are a lot of fans of the original. You have to battle your way through eight stages, the emphasis being more on fast intuitive arcade action than brain puzzles.

You switch roles from a bike rider (tasty BIG sprite) who has to leap over gaps in the road while zapping everything that moves, to flying robot (another biggie) blasting his way (both scenes against a fast smooth scroll).

Beautifully playable and slick to the bone this is a must if you enjoyed the original. In case you should have any problems playing it try using the continue function by holding the joystick up and pressing button one when Game Over comes up.

	SDI	ALIEN SYNDROME	ZILLION 2
► GRAPHICS	8	8	8
► SOUND	7	7	7
► PLAYABILITY	9	8	9
► OVERALL	8	8	8

• ZAXXON 3D

Zaxxon caused quite a stir when it was released with its diagonal scroll and perspective gameplay. Well it has been a long time coming but a 3-D version is here compliments of Sega.

The scenario and gameplay closely follows the original BUT it is in 3-D!

You start play out in space where fighters come at you from the horizon slowly getting bigger as they get closer. You can move in all eight directions firing as you go. If your ship is on the same horizontal level as the enemy a sight appears in front of the ship and you can spray bullets at it.

Some enemy ships release a pod when they are destroyed, these give extra points and can increase your speed and firepower.

After the space battle you see the fortress come at you from the horizon slowly filling up the screen. This is a very strong effect, as with the arcade version you have to fly through a gap in the top level of the entrance.

When you fly in you then have to swoop down to the floor of the fortress and shoot the fuel dumps (increase your fuel guage) and zap the enemy bases for points (and pods). Keep an eye on the gauge for if it hits zero you lose one of your three lives.

▲ *Zaxxon 3D.*

Overall *Zaxxon 3-D* is the best 3-D game yet, although it is a bit slow to start with. The 3-D glasses are not cheap at around £40 and I would suggest you try them in the shop before forking out your hard earned cash.

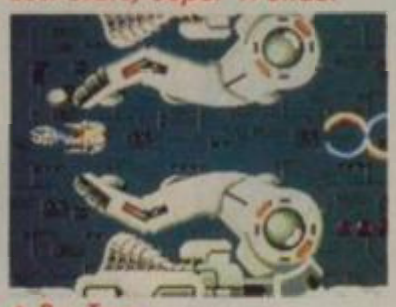
► GRAPHICS	7
► SOUND	6
► PLAYABILITY	8
► OVERALL	7

NEWS

• Sega is set to release a graphic tablet for its Master System. You plug it into the console in the same way as a cartridge but a cord leads out of the cart to a drawing tablet. The basic functions on the unit are, change background colour, draw symmetry, clear display, clear all graphics and use cursor as eraser. A UK release date has not been set.

▲ *Metroid.*

• Twelve titles are planned for release for the quarter to March 1988, so most of these should be in the shops now! *Kung Fu Kid, Fantasy Zone 2, After Burner, Global Defense (SDI), Zaxxon 3-D, Alien Syndrome, Rescue Mission, Zillion 2, Alex Kidd and the Lost Stars, Super Wonder*



▲ *R — Type.*

Boy in Monster Land, Cube Zone, Maze Hunter 3-D.

Other titles in the pipeline are *Great Baseball, Football, Basketball, Space Harrier 3-D, Blade Eagle 3-D, Monopoly* (seen a demo and it looks good), *Parlour games, Rambo, Aztec, Adventure* and *Penguin* Land.

• Nintendo has announced a new joystick controller called the NES Advantage. Price has yet to be confirmed.

▼ Alex.

▲ *Wonderboy.*

Screen shots from CBM version.

"The graphics are well designed and the scrolling is faultless."

HAPPY COMPUTER
Germany

PREPARE FOR A TOTALLY NEW PINBALL STYLE GAME,
PREPARE TO BE INSTANTLY HOOKED. PREPARE FOR FRANTIC GAMEPLAY

PREPARE FOR JINKS!

GO!
TOMORROWS SOFTWARE TODAY

Right from the word GO!, Jinks will test your reflexes, judgement and skill to the absolute limit. By controlling a unique triangular space glider over extraordinary landscapes you must attempt to guide a wild bouncing alien probe through countless hazards. Avoid the magnetic fields, dodge the air-vacuum shafts, bounce over the bouncing marshes, steer clear of the rotating disks that cut into your space glider and – Phew! – you're ready for the next level! Look out for Jinks – a completely new angle in computer fun.

Rainbow Arts

CBM 64/128 £9.99t, £11.99d AMIGA £24.99d.
AMSTRAD £9.99t, £14.99d

GOI Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

NINTENDO: The Way Ahead

Nintendo is based in Koyoto, Japan and has been in the entertainment business for more than 95 years. The Family Computer System (FCS) was released in Japanese in 1983 and Nintendo sold one million consoles in the US in 1986 and over three million in 1987. Tony Takoushi meets Nintendo's head man.

In the wake of Mattel losing the Nintendo distribution rights and a new company being set up (NESI), I decided to find out just what the implications are for UK owners.

The boss of the UK operation is Bruce Lowry, who was Vice-President of Sales for Nintendo in the US. Does the formation of the new UK company mean we will be getting new games, fan clubs and new peripherals?

BL: "Nintendo has 3-D glasses but they are expensive, third-party software development is expensive so I do not know how the 3-D will take off. It has been slow in developing. I think it may be a fad and an expensive one at that. We will be watching the Sega situation closely.

"We have two joysticks, but we have not finalised release dates or prices. A trackball is also expensive and we do not have any plans at present in that area.

"We will also be setting up fan clubs over here, and they will interact with others in European countries. Badges, sweatshirts, club magazine and special events will all be happening."

TT: With so many good games coming from the arcades will games be converted from Sega to Nintendo and vice-versa?

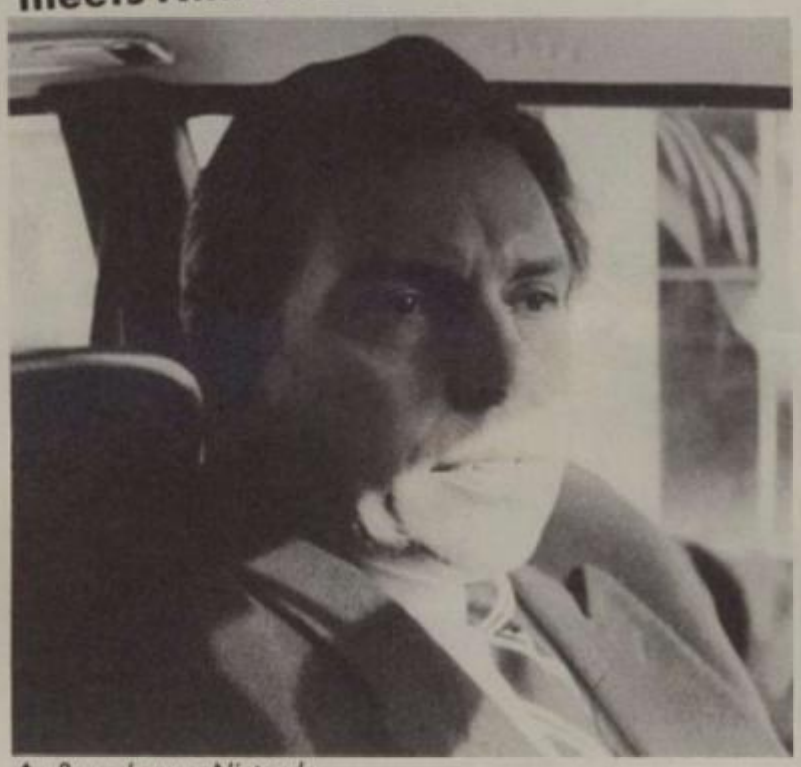
BL: "I do not think it will happen."

TT: Just how big are the catalogues at present?

BL: "Between third party and Nintendo games there are around 65-70 games, and around 30-35 on the Sega."

TT: With such enormous success in the arcades why has Sega failed in the US?

BL: "Sega was introduced into the US market around four months (March 1986) after Nintendo was launched, and they managed to get their console in the shops alongside the Nintendo. They also launched a TV campaign and various other promotions. So the two of them were battling for the market. The consumer got to play and see both systems side by side in shops. The quality of the Nintendo and the backup and promotions proved too much for the Sega and it could not compete. Last year 3.2 million Nintendo units were sold in the US and Sega sold less than 10 percent of that.



▲ *Bruce Lowry, Nintendo.*

"In the arcade business you can be a hero today and be at the bottom tomorrow. Sega is fortunate that it has had two or three big arcade hits in a row. But all it takes is two or three bad ones in a row and you have fallen out of the limelight. Nintendo has shown consistent solid sales."

TT: When are we going to see the latest Nintendo games in the UK?

BL: "We will bring all the latest stuff as quickly as possible, not only Nintendo titles but also the third-party games."

TT: Isn't the UK small fry compared to the rest of the world and won't we always be third in line behind Japan and the US?

BL: "We have had a tremendous response in the US from European customers, how can we get it and when will it be here?

"I do not think the UK will be behind, when the console is out and promotions are in full swing we will be accelerating the introduction of software so there will be almost simultaneous US/UK launches.

TT: How do you view the UK and will games be developed here?

BL: "Nintendo is already talking to UK software houses, it has been happening for the past two or three years. Games are presented to Nintendo from the UK as well as the US in fact worldwide."

TT: I recently heard of a Nintendo clone being produced in Taiwan and selling at below market price, IS piracy a problem?

BL: "Not at this time, Nintendo is well known for its aggressive enforcement of its copyright."

TT: What promos can we expect in 1988?

BL: "There are two areas here, TV which we feel is a strong source to push the console and games. We will be spending around two million pounds on the TV push in the build up to Christmas 1988. Secondly we will be spending over one million pounds on instore displays, literature, select consoles similar to arcades where the consumer can choose a game from a 12/16 cartridges stacked in the machine and play it instantly at the press of a button."

TT: Will there be any price reductions on the console or games?

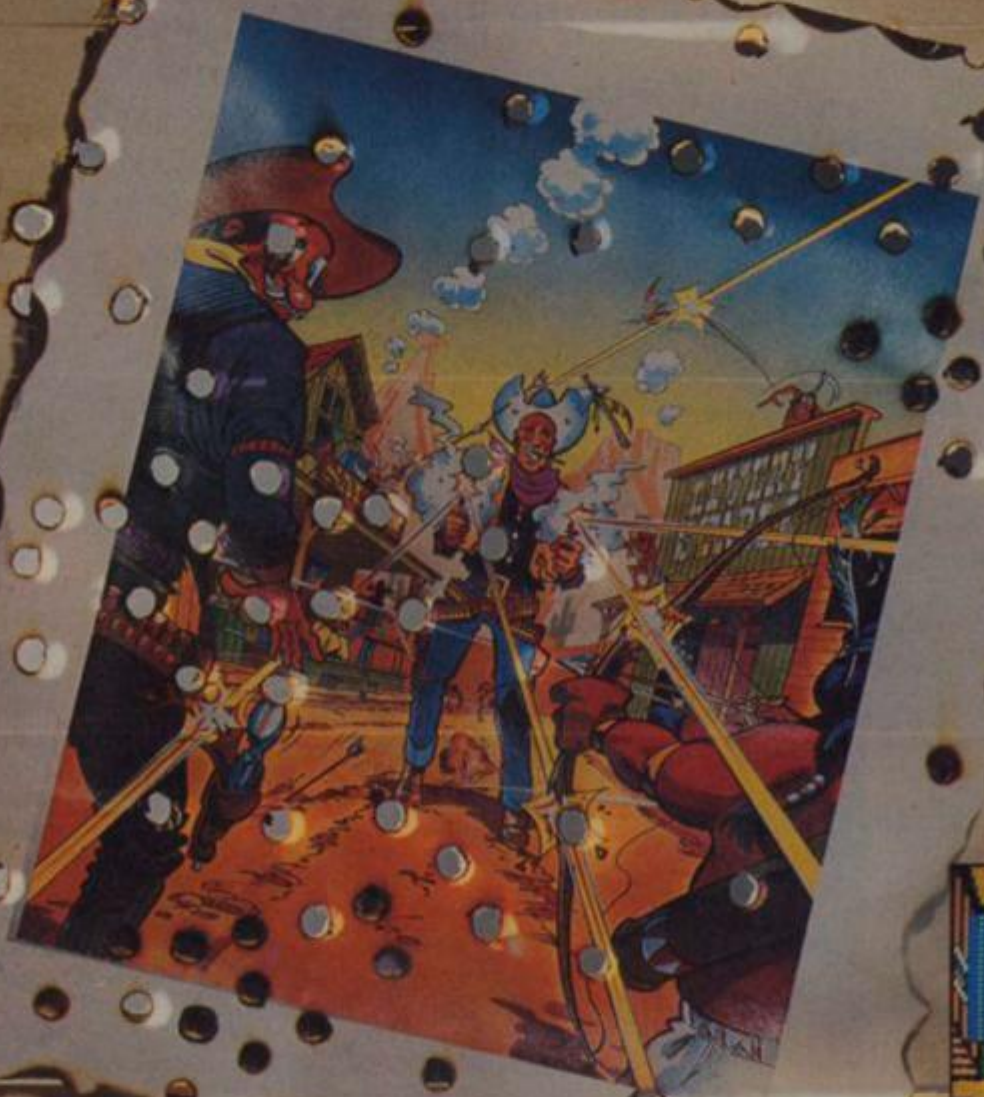
BL: "We will have two basic packages, the control deck and *Super Marios Bros* cart and the Deluxe set which includes a robot and light gun. All I can say about price is that when the Deluxe set was launched in 1985 it was selling for between 139 and 159 dollars and today it still sells in the same price range."

TT: What prices will the new games sell for?

BL: "The end user is the real key to this. The questions to be asked are is the consumer satisfied with the game and how long are they satisfied with it? It comes down to the keyword 'play value."

"Pricing on software will be around £20 to £30".

ROOTIN' TOOTIN' CONSTANT LOOTIN' ALWAYS SHOOTIN' SHOWDOWN!



Screen shot from Amstrad

Screen shot from CBM 64/128

GUNSMOKE™

GO!
TOMORROWS SOFTWARE TODAY

CAPCOM®

A coin-op conversion

CBM 64/128 Cassette **£9.99** Disk **£14.99**
Spectrum 48K Cassette **£8.99**
Amstrad Cassette **£9.99** Disk **£14.99**

GO! Media Holdings Ltd. Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

MAILBAG

● How come all the people on C+VG have such funny names? Tony Takoushi, The Fiend, Seamus St. John ... I've been around for fourteen years now and never once met anybody called any of those. Are they real names or have you just made them up? Now we have a new editor called Eugene, I ask you! Nobody is really called that. Then I got the latest ish (March) and even the new staff writer's got a bloody silly last name. Just what is going on? These people make Melissa Ravenflame seem plausible. At least there is always Paul Boughton, who sounds nice and normal, but I bet he isn't really. Can we see a picture of them all to prove they exist.
Danny Boggis.
Nottingham.

Editor's reply: No. And with your last name, well ...

● How come Shuk – or is it Doode? I can't tell which is which – looks exactly the same as Bradley in 2000 AD? Same ridiculous toothy grin, same bulging eyes, same hopeless 1978 hair "style". Same antisocial behaviour too? Have you been copying the Mighty One, or is there a mole in the C+VG office? We should be told, why can't you have nice comics in the mag anyway, like the Beano or My Little Pony. I'm sure that would be far more popular.

Simon Rustler,
Isle of Lewis,
Scotland

Editor's reply: Well, you know what they say, Simon, great minds think alike ...

● What I'd like to ask you all at C+VG is why all the video games are so hard to play. I have only just started and an finding that often I can't even get beyond the first level! There is one game that I have yet to last more than ten seconds on and it is getting really frustrating. I am beginning to get to hate that stupid music that comes on each time you have to try again. What I am asking is why do the manufacturers not make some games that aren't too hard for the less experienced gamers to play, as well as the really hard ones for the experts? They could mark on the cover a difficulty rating, so we could know which ones to buy, like on books where they say suitable for ages 11-13 or whatever.
Andy Lillow,
Steeton,
W. Yorks.

● May I use your pages to pass on some useful tips I have come across which readers may have missed in past issues of *C+VG*.

Tip One. How to crack the release date code for *C+VG*. It's always stated in the magazine pages as "Out 15th . . ." but, in fact, comes out around the 24th of each month. I cracked the code when I read page 72 of the March issue. This shows the contents of Next Month's issue. The bottom left-hand column states "Out on sale March 15th," but the bottom right-hand column states "April's *C+VG* out on March 26th."

Tip Two. If, like me, you have 3,000 titles on your ST (What do you mean rubbish? Everybody claims to have 3,000 titles for their machine) then you may have experienced the same problem that I have. Where to put them? I tried putting one hundred in a shoebox – but do you put 30 shoeboxes? Good ol' *C+VG* came to my rescue. The inside story on page 5 of the March issue states: "The launch of Xenon for the ST and Amiga . . . are now beginning to be captured on 2½ inch discs." Why didn't I think of that? Cut one inch off those 3½ inch discs! Careful marking with a ruler and pencil and then careful snipping with sidecutters gave me instantly 30 per cent more room on my shelves.

There is one very small drawback that has me stumped. How to get those molten blobs of 2½ inch square blue plastic out of my 3½ inch drive.

I am not the type to give up easily so I hope to have the answer ready for you in the May edition which will be in the newsagents on the 15th or 26th of April.
M. Lackery,
Basildon,
Essex.

Editor's reply: Thank you for your very helpful tips. Ha! I bet you think we haven't got a very good excuse about the date mix up? Wrong! How much do you know about black holes, time warps and *C+VG's* highly-controversial theory of relativity? Not a lot, I bet. So there's not a lot of point in explaining, is there? As for the disk mistake, what's one inch between friends?

● *AAAAAAAAGH!* I knew it. It just had to happen. The price went up. I was expecting £1.25 but it was £1.10. Was 15 pence worth it? You might as well go to £1.25. What do other readers think?

A few things about the mag: reviews are perfect, reviewers are perfect and has Paul put on weight? Also on your mag in the March 88 mag you said it would be out on the 26th or the 15th as usual!

And as for *T.T.* shooting his mouth off about his arcade machines and car, that doesn't mean he can shout out across the world about the predictions for 8-bit computers. What a load of rubbish! What does he know about the future?
Aaron Bradford,
Basildon,
Essex.

Editor's reply: 15p may not be a lot to you, Aaron, but it could be for our other readers. Our aim is to keep the price as low as possible. No Paul hasn't put on weight. That's Garry Williams, our Ad Manager. He is visibly growing larger by the hour. *T.T.* knows a lot about the future. It's something to do with his crystal ball. I've already explained about the date mix-up.

● What on earth has happened to my fav. magazine!! I have been reading *C+VG* for about three years now and I feel as though I have learned a lot through your pages. Not just about the latest games coming out – I thoroughly enjoyed reading all your features – from making your own Alien mask to what's hot on the other side of the Atlantic.

This was one of *C+VG's* strong points. It made you stand out from all the others on the newstand. Even when *Games Machine* and *Ace* were launched you could see they had obviously taken a leaft out of your book and had incorporated features alongside the software reviews.

So, what happened to *C+VG*? Less and less features and more software reviews. Okay I know that first and foremost you have to cater for the computer buying public, but, kids do have other interests and it was great buying *C+VG* and getting two magazines for the price of one. Many of my interests nowadays stem from reading them first in *C+VG*.

So come on guys pull your socks up and give us what we want – otherwise you will end up like an up-market *Commodore User!!*

It's your readers who have put you on the number one slot time and time again, doesn't this tell you that you had the right formula. If you carry on like this I wouldn't be surprised to see your crown slip!
George Wilkins,
Peckham,
London.

● I would appreciate if you would inform your readers of the Scottish Office of MSX Link International. We are currently the largest MSX users group in the UK, with both offices publishing a separate monthly magazine. The Scottish office is for anyone, and we have at present members from all over the UK and the world.

The Scottish office's publication is a monthly eight to 10 page newsletter, which is filled with news, reviews, hints/tips, MSX-2 news, and lots more.

It costs only £8 per year to join, for this fee you will receive 12 monthly newsletters, and friendly advice when required, if you would like further information then you are invited to send a large SAE to the address below.
MSX Link International,
Scottish Office,
North Lodge,
Cairnhill Road,
Airdrie,
Scotland, ML6 9RJ

Editor's reply: Thanks for the information, Craig, but where's our copy.

● Wow, March *C+VG* had the best cover ever! It was brilliant. I rushed out to buy the game, it's a pity they didn't use your picture on their box.

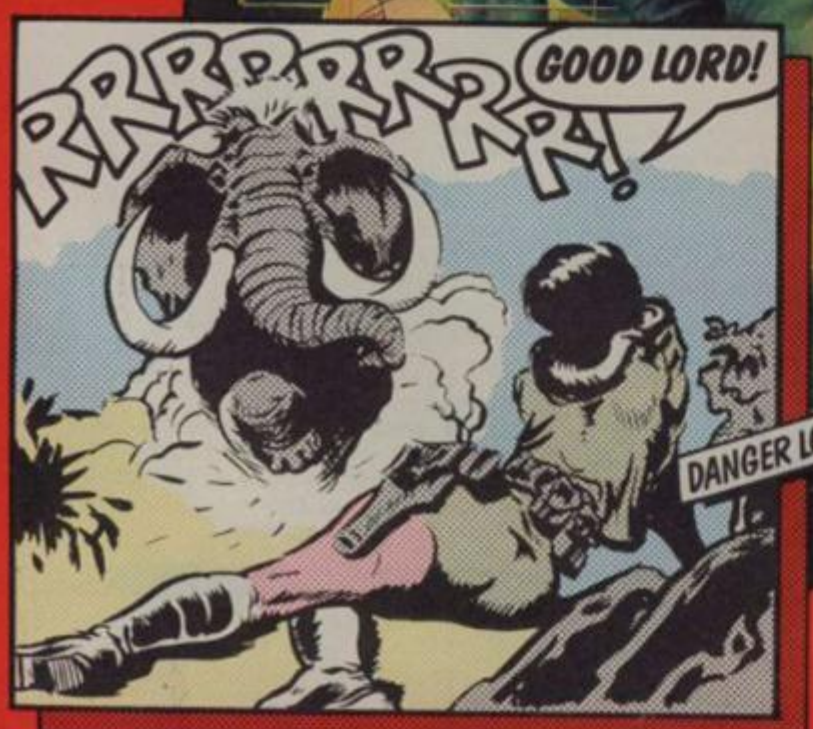
Mind you, *C+VG's* covers are usually better than any of the other computer mags. *Outrun* was my favourite before Xenon as it was really like the games *and* I love Ferrari's.

Why don't you use the cover's as the posters in the magazine I would put them all on my walls.
Roger Green,
Stoke Newington,
London.

Editor's reply: We're all glad you like our cover illustrations, Roger. We will try to keep up the good work. We don't use cover artwork as posters because we would rather use a new illustration for the poster.

WHERE TIME STOOD STILL

SPECTRUM 128
CASS £7.95 DISK £14.9
IBM AMSTRAD PC
+ COMPATIBLES
£19.95
ATARI ST
£19.95



DANGER LOOMS EVERYWHERE!!

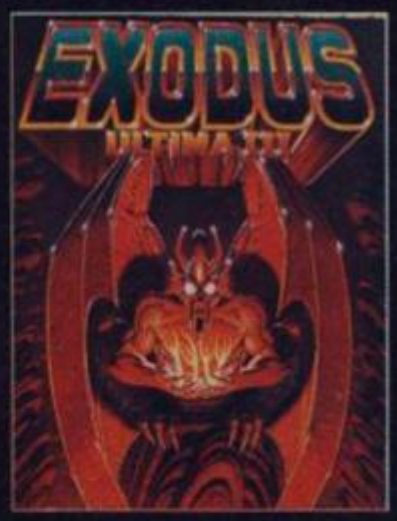
ocean®

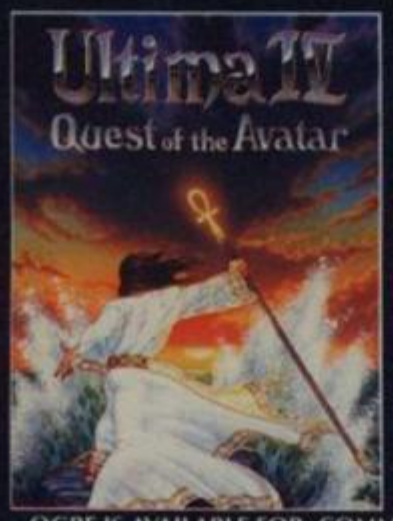
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

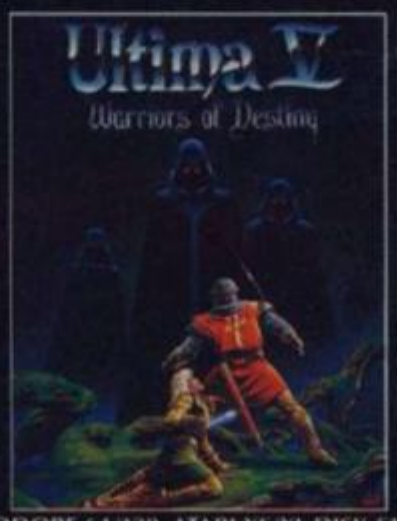
ORIGIN SYSTEMS INC.

THE START OF SOMETHING NEW

ULTIMA I: CBM 64/128 £19.95; IBM, APPLE £24.95. ULTIMA III: CBM 64/128, ATARI XE/XL £19.95; MAC, IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA IV: CBM 64/128, ATARI XE/XL £19.95; IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA V CBM 64/128 £19.95; APPLE £24.95.







OGRE IS AVAILABLE FOR: COMMODORE 64/128. ATARI XE/XL DISK £19.95. IBM, APPLE, ATARI ST, AMIGA AND MAC DISK £24.95.

AUTODUEL IS AVAILABLE FOR COMMODORE 64/128 ATARI XE/XL DISK £19.95. APPLE, ATARI ST DISK £24.95

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

Hot Gossip

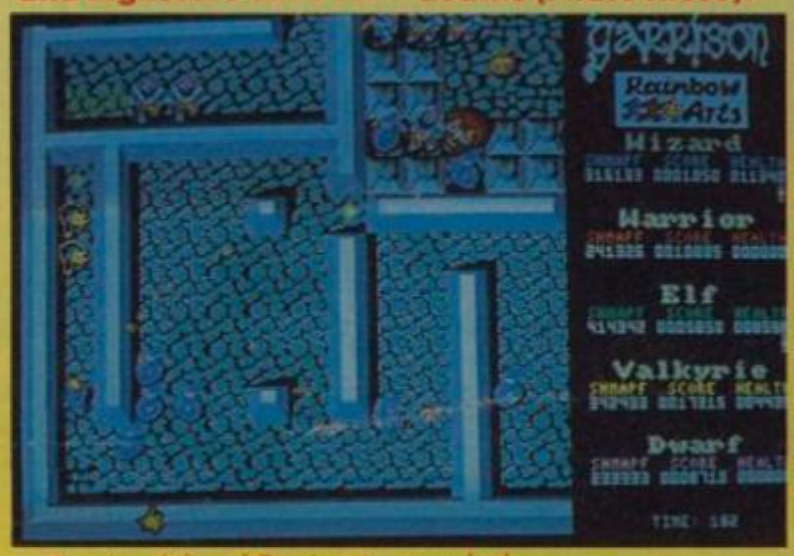
Loud and proud and ready to shock. Yes, C+VG's very own Mr T – Tony Takoushi – is back to rant and rave about computer games. Love or hate him, just read him.

You thrilled to the reviews, you drolled over the packaging, you perspired over the keyboard and you may even have enjoyed playing *Garrison* from Digital Dreams, the *Gauntlet* inspired offering for the Amiga.

Well, you can look forward to the same again with *Garrison Two*. It runs on a standard Amiga 500, with enhanced graphics and highscore save for those of you with larger memories.

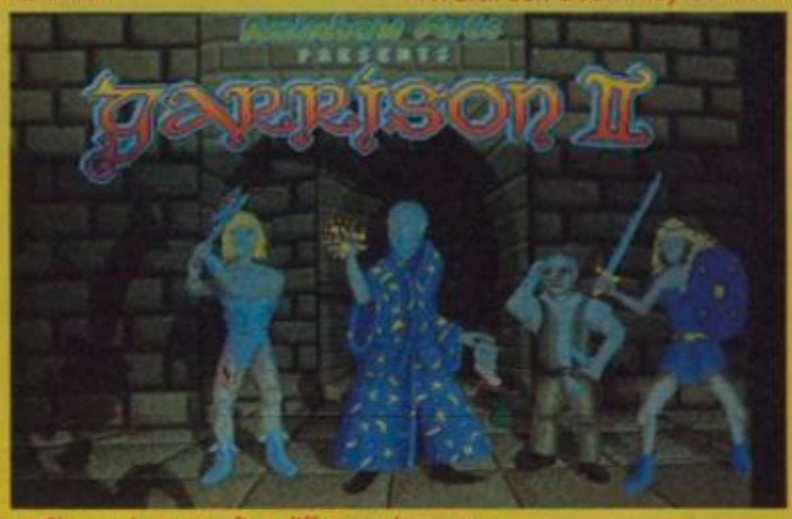
The game plays much like *Gauntlet* in that you have to travel from section to section collecting keys (to open doors and walls), portions, food and just about anything else to hand before escaping through an Exit. The screen scrolls around as you move. The two scores to watch are Health and Time, these both count down continuously and if time hits zero the health score decreases at twice its normal speed.

There are various treasures to collect (500 and 1000 points), food (1000 and 2500 points), teleports, glue patches, these are a DRAG, medicine (a real goody giving 5000 health points), scrolls (these remove magic blocks and act as smart bombs). The enemy comes in many guises, sorcerers, guards, demons, conjurers, ghosts, morphs and deaths (I hate these).



▲ *The playability of Garrison is unmatched.*

▲ *Watch out! Death may be working round the corner.*



▲ *Choose between five different characters.*

You can use the scrolls collected to kill Deaths and you should watch out for the Conjurers who lob magic orbs at you (these mothers are mean and fast). You can destroy the enemy by shooting although they are not all one-shot pushovers, Deaths drain a lot of energy if they touch you.

Presentation is very good, the graphics and sound were made for each other and play is painfully good. The playability and speed of this game is unmatched and indeed it would be hard to emulate on any other machine. If you enjoyed the original Garrison then this will give you a lot of the same.

The next time you visit your local arcade stop and look around you.

In the not too distant future you may find that arcade companies will tend to shy away from producing coin-ops and concentrate their energies on console and computer software.

Think about it, in coming years consoles and computers will be getting dedicated graphics chips and supremely fast processors and co-processors.

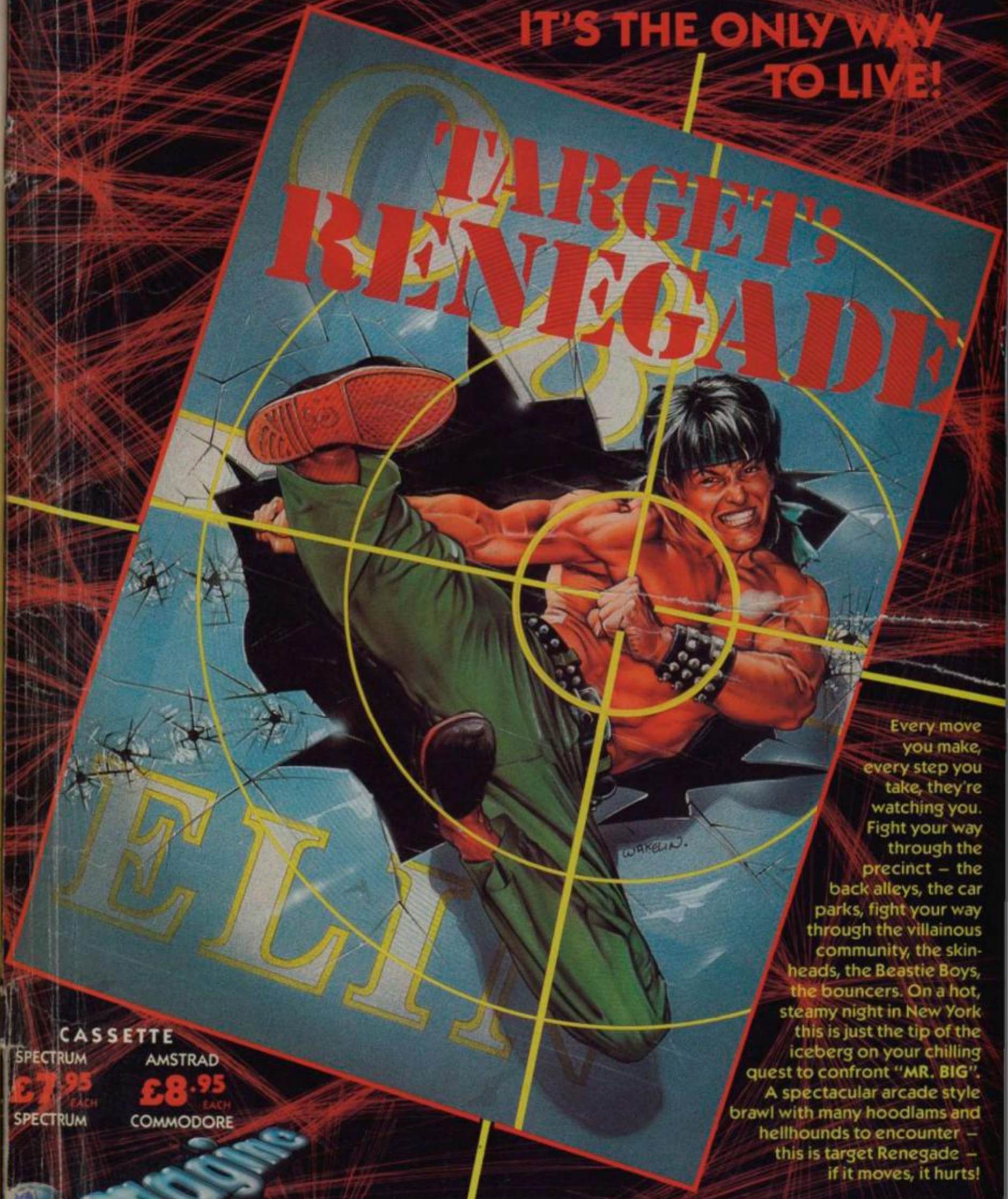
The implication is that what is sitting under the sofa in your front room will have the power of (say) a Space Harrier coin-op. What arcade company in its right mind is going to spend a small fortune developing state-of-the-art machines/games if it can scale them down for home use and ship millions worldwide.

The Nintendo console is a taste and perhaps an indicator, it has a huge worldwide base, the games being written for it are either from the arcades or hit (and I mean HIT) computer titles.

by Tony Takoushi

TAKE 'EM ALL ON...

IT'S THE ONLY WAY TO LIVE!



Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront "MR. BIG". A spectacular arcade style brawl with many hoodlams and hellhounds to encounter – this is target Renegade – if it moves, it hurts!

CASSETTE

SPECTRUM £7.95 EACH

AMSTRAD £8.95 EACH

SPECTRUM COMMODORE

Imagine ...the name of the game

IMAGINE SOFTWARE 6 CENTRAL STREET MANCHESTER M2 5NS
TEL 061 832 6633 TELEX 669977 OCEANS G FAX 061 834 0650

MAY THE FORCE GO WITH YOU!

You'll need it!! The reflexes and powers of a mere mortal will not be enough if you accept the challenge of these four chart topping arcade conversions, together for the first time in one package.

GAUNTLET™ & THE DEEPER DUNGEONS MAPS

Enter a world of monsters and mazes, follow the paths of mystery and combat, searching for food to increase your health. Monsters and legions of enemies will bar your way. However, they're not your only opponents in this quest for food, treasure and magic potions – the other players are also on the trail of the same good bounty.

ATARI GAMES

ARCADE FORCE FOUR

ATARI GAMES

ROAD RUNNER™

Cartoon's most elusive character has finally been trapped in this comic all-action extravaganza that recreates those nailbiting chases and the fast moving excitement. Overcome all the dirty tricks Wile E Coyote can throw at you with ease, agility and grace and a haughty 'Beep Beep', otherwise it's sorry, goodnight and 'Burp Burp'!

ATARI GAMES

INDIANA JONES & THE TEMPLE OF DOOM™

Pick up your trilby and trusty bullwhip and don the mantle of the legendary Indiana Jones! Prepare yourself for your most dangerous adventure yet. You will call on all your reserves of courage, strength and skill to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of Sankara.

FOUR INCREDIBLE ARCADE CONVERSIONS

METROCROSS™

Are you the one in a million who can think in microseconds not minutes? If so Metrocross is for you. A chequered floor riddled with potholes, a barrage of obstacles that hinder your progress and no go areas that bring you to a standstill make this race against time increasingly impossible.

namco

CBM 64/128 Cassette **£9.99** Disk **£14.99** **Amstrad** Cassette **£9.99** Disk **£19.99**
Spectrum 48/128K Cassette **£9.99** **Atari ST** Disk **£24.99**

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.